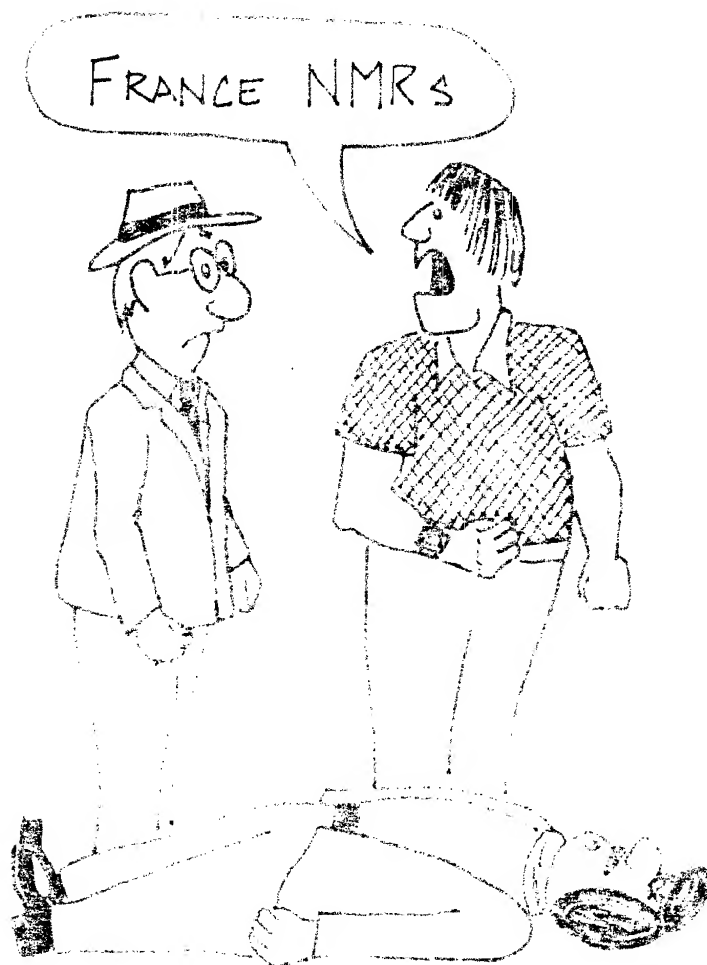


Diplomacy World

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DIPLOMACY WORLD is a quarterly publication dealing with the game Diplomacy. Subscriptions within the United States are \$8 per year (4 issues) or \$11 if sent by 1st class mail. In Canada, subscriptions are \$11(US)/year. Overseas subscriptions are \$11/year (surface) or \$15/year (air). Please make check or money order (US funds only) payable to R. C. Walker and mail to 1273 Crest Dr., Encinitas CA 92024. Submissions of articles and other material for publication to Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358.

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DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. D.W. is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available. This is Pandemonium Publication #890.

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BACK ISSUES

Back issues 4, 10, & 14-19 are available from Walt Buchanan, 3025 W. 250 N., Lebanon IN 46052. Issues 21-38 are partially available: 21-24, \$1.50 ea.; 27, \$3 (2 copies left); 29, \$3 (5 copies left); 30, \$3 (4 copies left); 31, \$3 (2 copies left); 34-38, \$2.50 ea. **SPECIAL FLEET RATE: Issues 34-38, \$8; issues 21-24 & 34-38, \$11.** These rates apply in North America only (U.S. funds only, please). Inquire for overseas rates. Editors of past issues (just for your info): 1-15, Walt Buchanan; 16-20, Conrad von Metzke; 21-27, Jerry Jones; 28-38, Rod Walker.

EDITORIAL

I NEED A FEW GOOD MEN (AND WOMEN)!!!

3

Kathy Byrne

Good; now that I have your attention, let me tell you exactly what I do need. I need help to make DIPLOMACY WORLD into exactly what it should be, the best publication in this hobby. I need all of you, male and female alike, to write for me.

I accepted Rod's offer to be General Editor of D.W. because I feel it will be very beneficial--not only for D.W., but for the hobby in general. We intend to prove that two heads are better than one, and that together we can put out the best issues of D.W. ever. However, we are not going to kid ourselves. . .we need your help to accomplish our goal.

Rod is not going to write this 'zine, and neither am I. You are going to write this 'zine and you are going to make it into what you want. I am not going to listen to your usual complaints, "the articles are too long", or "the articles are too boring"; not unless you have submitted an article along with your comments. Too many of you feel that everyone else should entertain you. Well, DIPLOMACY WORLD has a new policy: you have to entertain us. That's right: for a change the editors want to be en-

tertained. There is no doubt in my mind that you can write great stuff. If you want to read humor, then send me humor. If you want to read strategy/tactics, then send me strategy/tactics. What I want is for you to do something besides gripe. (And for those of you who have been contributing right along, please keep it up!)

For those of you who are now saying to yourselves, "Forget it--I can't write". . .I want you to try. I am willing to help you. If you send me a rough draft, I'll make comments to help you get going. I am willing to work with you--so there goes that excuse. If you want to read on a particular subject, please let me know and I will see what I can do for you. We aim to please.

DIPLOMACY WORLD has a lot of potential, but it needs you. Don't blame anyone but yourself if D.W. isn't up to your standards. I am giving you a chance not only to read this 'zine, but to get involved in it. I want you, and I want your articles. No, you probably won't win a Pulitzer Prize, but you will win my deepest appreciation.

EDITORIAL

WHAT'S HAPPENING TO DIPLOMACY WORLD?

Rod Walker

There is no question: D.W. looks very different this issue, and it reads differently as well. The difference in appearance is largely due to the fact that this issue is being typeset on a Brother EM-85 electronic typewriter. This proves that dark clouds do have silver linings, because although this issue's been much delayed by massive overtime at my job, that same overtime allowed me to afford this nazy piece of equipment!

The different reading, though, is due to Kathy Byrne's astute and energetic editing. We're sure you'll find it an improvement. Kathy wants D.W. to concentrate on printing shorter and livelier articles, and this issue has a greater number of articles of greater variety and by more people than any previous issue. We hope you'll enjoy this new direction and that you'll write Kathy and/or myself to let us know what your reaction is.

Yes, D.W. is late again. We hope this is the last time. Frankly, the editorial job has often to be too much for me (as it has for all my predecessors). The solution: divide the job

up. Kathy and I will be sharing editorial duties, while George Grassle gets the burden of paste-up, printing, and mailing. This team effort should insure more timely issues in the future. In fact, Kathy says if we aren't out on time, she'll sack the lot of us! A lot will depend, however, on our having enough articles to fill an issue...so keep your submissions coming!!

I really must apologize for the extreme lateness of this issue. Too many problems and distractions intervened, and I'm not going to bore you with a recitation. But the new editorial *troika* will be better able to keep things going--in fact, this issue would not be out now if it had not been for Kathy and George.

This bad situation has not been helped by some bozo who sent out a fake announcement ("Zimiamvia 25") that DW had folded. Most of you realized instantly this was a fake--it was so clumsily and ineptly done. It was obviously done for the sick purpose of hurting and upsetting people, but I had to laugh at what a poor job it was, obviously the product of an inferior intelligence. Well, here we are; enjoy!!

YET ANOTHER (oy!) RULEBOOK DILEMMA

Rod Walker

I love it. No sooner do we get a newly revised Rulebook (such revisions, as Allan Calhauer has pointed out, are tied to the sunspot cycle) than new little glitches arise. One has recently been called to my attention which has been under our noses all this time...one that even Bruce Linsey didn't notice and incorporate into his infamous manymultiverbose house rules.

Elsewhere this issue (in "The Bloated Mailbox") there is a letter from Paul Milewski, with a reply by Mark Berch, which questions whether terms used in the rule are precise legalisms or just plain English. It is some of both; that is, there are some instances in which terms must have precise, legalistic meanings in order for the Rules to be clearly understood and applied. Terms such as "space", "attack", and "cut" are such terms. The history of the Rulebook is very much one of the growing need to provide precise definitions of terms in certain areas, and to avoid using a single term to apply to 2 different things. Not meeting that need gives Murphy's Law full reign and you will get people interpreting the Rules in all sorts of bizarre (to us) ways. This is particularly true of your average wargamer when he lays hold of Diplomacy. He's used to volumes of rules that specify every picky point, including how far he can hold his nose from the board when trying to read the itty-bitty print on the undersized counters they have to use...those rules themselves being in squinchy little print that you can only read clearly through your aunt Minnie Pearl's bifocals.

But I digress. Far be it from me to criticize inferior games that aren't The Game. We must be kind to the poor things, mustn't we?

The latest Rulebook dilemma comes from a correspondent who asked a question which forced me to examine the term "occupy" (in its various forms) in the Rules. A unit "occupies" a space by being in it. Nothing could be clearer, right? That is the sense in which the Rules use "occupy" in that sense in Rule VII.1 (3rd paragraph), as well as "occupies" in VII.3.b, "occupies" in VIII, and so on. Piece of cake, right?

Wrong.

The meaning of "occupy" becomes fuzzy when we turn to Rule XIII.1. Here the term transmogrifies to mean "control" (a term used elsewhere in the Rules frequently) of a supply center. Thus we read: "The current owner retains occupation of the center so long as, at

the end of each Fall move (with retreats), the center is either vacant or is occupied by one of his own units." [Emphasis mine.] Even here in this sentence, forms of "occupy" are used in 2 different senses: "occupation" means "ownership" and "occupied" means "physically tenanted". In other portions of the Rules (V and XIII.2, for instance, the term "occupation" is not used; the term "control" is (plus a single instance of "owned" rather than "controlled").

So much for the boring exposition. This slight vagueness in terminology would seem, at first glance, to cause no problem. However, consider the requirements of Rule XI regarding a dislodged unit: "The unit may not retreat, however, to any space which is occupied...." Oops! What about this situation, then?

ITALY: A Tri-Vie (dislodged).

AUSTRIA: A Vie-Tri.

GERMANY: A Mun S AUS A Vie-Tri.

May the dislodged Italian unit retreat to Trieste (which is vacant and controlled by Austria)? Yes, of course it can; we all would allow that. But Rule XIII.1 says that Trieste is occupied by Austria. Thus Rule XI would seem to forbid the retreat. A pretty problem, eh, Watson? Obviously every postal GM I've ever had contact with has resolved this the same way: by reading the "occupy" terms 2 different ways (probably, as I did, without even thinking about the mental transformation we put on the word) and allowing a retreat into an "occupied" but vacant (unoccupied) supply center. However, a strictly literal reading of the Rules would yield a different result.

What we need, the next time the sunspot cycle rolls around, is to have the term "control" substituted for "occupy" where it is appropriate in Rule XII.1.

In the meantime, all you GMs with picky houserules might wish to specify that you interpret "occupy" to mean "control" where that interpretation is necessary in Rule XII.1 so as not to make hash out of Rule XI.

I know of at least one local playing group which has disallowed retreats into vacant (but "occupied") centers, and no doubt this practice, based on a too-literal reading of the Rulebook, occurs elsewhere.

I just thought you-all would like to know what's going on. We get some pretty weird questions about the Rules and some bizarre interpretations of fairly straightforward passages. This problem hasn't been noticed before (that I am aware of) and it's a real eye-opener!

by Steve Langley

I sure wonder whatever happened to old Turkey. What happened that last day still puzzles me, and I guess I'll never figure it out.

While pretending to be checking on some invoices to keep Jack Klynt, the day foreman, off my back, I spotted Sammy Wiler and Turkey Judlow talking together. I made it a habit to eavesdrop whenever possible. You learn the damndest things that way. Well, anyway, old Sammy was telling Turkey. . . . (You know, he got that name by leaving his lunch on a roller table next to a grease vat. A city inspector came through and good old Turkey--he was Arnie then--tried to ditch the lunch bag; we aren't supposed to have food in the mill area. Sure enough, he ditched it, right into the grease vat. Didn't hurt the grease any. The city guy just smiled. Arnie complained all afternoon about losing his turkey sandwiches, so right away we started calling him "Turkey". Besides, he's a turkey.)

Anyway, old Sammy was telling Turkey about a good place to hide for a smoke. I'm always on the lookout for good places to hide from Klynt, so I just naturally grabbed the nearest clipboard and trailed along behind them.

Did you ever notice that a clipboard is like a cloak of invisibility? Guys can look right at you and not see you if you've got a clipboard in your hand. Of course it never works on Klynt, but I was just following old Sammy and Turkey. They never saw me once. That's why I always keep a clipboard handy, to go invisible, and the fact that Klynt can't prove anything on me when I've got a clipboard full of invoices.

I sort of trailed along behind old Sammy and Turkey until they got all the way to the back where we store the broken machinery. Must be \$50,000 worth of good junk back there. It's not a good place to hide out because the stairs down from the second floor--where old Klynt's office is--are right there. No telling when Klynt or any of the white collars from upstairs might come through. I was just ready to drop back to the busy end of the shop when Sammy took a turn between the old power lathe and a big boiler and sort of disappeared. I heard them moving, so I dropped back just a bit but kept on following. Then I heard an echoing kind of gasp.

"Hey, I thought that thing was rusted shut!" It was Turkey, talking too loudly as always.

"Shut up! You want us to get caught? I acci-

dentally rammed the forklift against it yesterday and the door popped. From anywhere but right here it still looks closed tight. No one will ever think of looking for us in a boiler."

"Yeah, gimme a cigarette."

The two of them got sort of quiet then and I figured I'd better get back on the floor before Klynt caught me goofing off. About an hour later I saw Turkey back at his press and figured the boiler was empty. Good time to take a better look at their little hideout. Our little hideout, now.

I found it easily enough. The big boiler door was hanging open about a foot. I sort of slipped on in. Old Sammy must have put in the sacking to deaden the noise and keep the rust at bay. Wheeee-oooo! the inside of that place was rusty. I lit up, sat back. . . and froze! Footsteps just outside, coming down the stairs and then right on over to the boiler. Klynt!

"Okay, then it's agreed." My heart started beating again. It wasn't Klynt. It must have been a couple of the white collars. I didn't recognize the voices, but I eavesdropped anyway.

"Yeah, I'll stab Turkey and we'll cut him up between us." My heart stopped again. These guys were out to get poor old Turkey.

"Don't cross me on this, or I swear I'll suicide on you. I'll give Italy all of my dots." Suicide? Dots? Italy? The Mafia???

"Don't worry; I've been ready to stab Turkey ever since he knocked me out of the Black." I didn't know what "the Black" was or how old Turkey was involved, but one thing was for sure. . . these guys were serious. You can tell when someone means it by the sound of his voice, and this guy sounded really happy when he said, ". . . stab Turkey".

"Okay, but just remember what I said." This guy sounded dead serious too.

"Stop worrying; I'll put my knife into him right now. . . ." Their voices faded as their footsteps went back to the stairs. I waited until they couldn't see me and then I scrambled out of the boiler. I had to warn Turkey before they got to him! I was crawling out, face first and covered with rust when old Klynt caught me. When I told him about old Turkey and the two killers, he just laughed and gave me my time. He escorted me right out the door and into the street. When I tried to get back in, the guard told me to beat it. He wouldn't even listen to me about the two killers.

(continued on p. 40)

THE MAKING OF A MAJOR CON

by Daf Langley

[The hosting of a good-sized Diplomacy con in one's home is becoming a common (and very enjoyable) practice in today's hobby. We have DafCon and PeeriCon and Con the Barbarian in California, PudgeCon in Kansas (see elsewhere this issue), ByrneCon in New York, MadCon in Wisconsin, and so on. In this article, one Con hostess tells all--well, maybe not all, but at least how she does it.]

If anybody had told me 4 years ago that I'd be hosting a party for 30+ people, I'd have told them they were crazy. There weren't 30 people around who could get to the house. That's all changed now. It started 3 years ago with a little get-together called DafCon I. We are now looking forward to DafCon IV and I'm still alive to tell the tale. It really isn't so gigantic an undertaking as it sounds. All you need is some advance preparation, games, beer, and a bunch of loveable, crazy people to drive outrageous distances to come visit. What follows is a guide to planning a Con at your place.

Do You Really Want to Do This?

That is the question you have to ask yourself about 3 months before the day of the party. If you have a spouse not involved (or even involved) in Diplomacy, you need to talk it over. There will be a lot of people in your house --and they'll be drinking and eating and playing games which tend to get loud. There will be a lot of cigarette smoke, spilled drinks, and noise. If your spouse isn't too thrilled with the prospect, try highlighting the good points. You can meet people who have only been letters before, you make some lifelong friends, you get taken to dinner and lunch (usually), and you get some great write-ups in the 'zines. You may learn a new game, or find out something new about someone you've only written to. If none of those good points make any impression, you'd best forget the party and go to someone else's.

Do you have neighbors who complain if you turn your stereo up beyond a whisper? Is your apartment too small to turn around in? Do you live in the hills of Montana with only one dirt road to your front door? All of these things are problems you have to look at. They can all be overcome if you're serious about your party. Do you mind people who are playing the loudest game of Dip you've ever heard while you're trying to sleep? The answer to these questions should be NO if you're going to have a good time with a Con.

Publicity

So you've decided to have the Con. Wonderful--now you need to let other people know about it. If you publish a 'zine, it's easy. Just mention it about 5 times an issue, 3 issues before the party. Draw a map and send it to everyone on your mailing list. They may live across-country from you, but they may have relatives who live next door. Make it clear what you will be providing and what they are to bring. If you have 100 blankets, but no pillows, tell them to bring pillows. If you're supplying food, let them know. Steve and I made a big pot of chili for every DafCon and it has always been a hit. Sometimes people are in a game and they don't want to stop and eat--having something there is a real help. If you don't have the time or money to supply food, state in the announcement that no food will be supplied. Do you have a Dip board? If not, ask people to bring theirs, or any other games that they'd like to play. I've found people at cons are open to learning anything new.

If you're not a publisher, send your announcement to the 'zines you receive. Or go through a 'zine's address list and note all the names in your area and send them your announcement. Be sure to include a map, your address & phone number, and anything your guests are supposed to bring.

Transportation

Transportation is something that is always handled by the attender of a con rather than the giver, but sometimes you can help out. If someone can make it to Los Angeles but is stuck there without a ride, use your phone to find someone in L.A. who would be willing to pick him up and take him back. It's better to try and fail than to miss someone at your con through lack of trying. I've found that people are very open to giving rides to others. Some fast friendships have occurred driving to a con with someone you've never met before. Be willing to pick someone up at an airport in another city if it's the difference between a guest being at your Con or staying home. If one of your guests would like a hotel room, use the phone book and scout some out for him. Be willing to pick him up and take him back.

Two Days Before the Big Day

Start laying in the beer and the chips. Pick up any tables or chairs that you need. Clean the house. If you're a pubber, lock away all the orders you've received. (General-

ly, Dippers are an honest lot, but can't resist an edge when it comes to orders.) Take care of any last-minute business. I always like to make sure nothing comes up that I have to worry about for the whole weekend of the party. I like my mind to be clear to enjoy my guests. If you have animals that go bats when more than one person is in the room, you'd better take care of getting them to a kennel.

Food

Be aware when you're buying chips or whatever that people who are playing games are likely to eat an entire bowl of something without even realizing it. In other words, Dippers are big eaters. Don't worry about fancy cookies or crackers; get the generic brand and no one will know the difference. Get a variety of things such as cheese, crackers, chips, pork rinds, and pretzels. Don't worry about not having enough. Dippers are also known for their endearing habit of chipping in for things. If goodies are running low--beer, soda, whatever--just announce you're going to the store and ante up. Don't make a big deal of it. Those who have the money will be more than generous and those who don't will at some later date.

Be sure to have paper plates or bowls and plastic glasses for everyone. It may be tacky, but washing dishes every hour is ridiculous. Of course, if you have kids at your party, having them do dishes is one way to keep them quiet and busy. Just the threat of having to do dishes is enough to make my kids behave like angels. Keep food easy and simple. Chili is about as complex as you should get at a con. Finger food is the best. If everyone gets tired of chili, have directions to the nearest restaurant handy. Don't worry about breakfast. That is the meal that cons goers almost always go out for. If they don't, just have beer handy for them when they wake up.

Beer is the #1 con drink, followed by sodas and wine. Nothing is worse than a warm beer. Be sure to have a place for keeping the beer cold. If your refrigerator is too small, have a cooler with ice in it for the beer. It's good to have ice for the sodas and the wine if the weather's warm.

Entertainment

The major entertainment at a con will be Diplomacy. It's the common thread between you and your guests. Have a well-lighted table and several chairs for your game. Have pads of paper and sharpened pencils. Any new games your guests have brought will provide entertainment. We plan on having Titan this year

as a major attraction. It's a perfect con game. It's relatively easy to learn, it requires 6 players (not too many, not too few), and it's fun to play. We will also be playing a few sessions of Dungeons & Dragons. We like to have a wide range of games and activities. Of course, just playing Dip can make for a great con too. Just be open to new games and relax & enjoy. Don't get upset if everyone is just sitting around talking. They're probably having a great time.

Last year it was our privilege to have Mike Maston and John Mirassou play their instruments for us. Mike's ukelele and John's guitar made DafCon III a very memorable experience. I didn't know either of them played. It just happened. Leave room for wonderful things like that to happen. Don't structure your guests' time.

So, basically, have a variety of games, don't be too structured, and let your guests decide what they'd like to do. If they want to go to a movie one afternoon, don't worry. Have fun.

The Big Day

Stay home!--or at least have someone who can give directions if some poor, unfortunate soul should get lost. If you've set a time for the party to begin, be ready about 2 hours before that time. The first DafCon was to begin at 7:00 because that's when the first guests were slated to arrive. It seems they made great time and were at our doorstep at 6:00. I had just gotten out of the shower. Luckily I was dressed. Steve wasn't. When people start arriving, show them in, ask if they'd like a beer, and talk. Dippers are fantastic talkers, and to me that's the best part. If enough people have shown up and they want to start a game, start one. Bring out the chips and dips and anything else you've got to munch on. Introduce people and tell each a little about the others.

Take care of your guests. If they don't have beer, offer. If they don't drink, offer sodas or water. If someone is sitting in a corner looking uncomfortable, go talk to him. Find out if there is something you can do, even if it's only listen. Make sure you have coffee in the morning, either in the house or nearby. Have a room set aside for sleep during the night. It may not be possible to have a sleep room during the day, but if someone is especially tired, try to find him some place relatively quiet. Try to talk to all of your guests at least once. It's hard when there are 30 people

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THE 500 ISSUES OF GRAUSTARK

by Kathy Byrne & Rod Walker

[The "Milestones" series (we finally have a name for it) covers active 'zine which reach significant events in their publishing histories, as well as other major achievements and significant revivals. We will, however, avoid covering a 'zine at too-frequent intervals, in order to avoid repeating ourselves. Ordinarily, we won't cover a given 'zine more than once in any 2-3 years.]

On 3 November 1984 the 500th issue of GRAUSTARK was in the mail. As publishers ourselves, we can only be amazed that John Boardman has managed to publish non-stop since May 1963. . . over 21 years of having to meet deadlines. His reason for doing it is quite simple: he enjoys it.

John's first contact with the game of Diplomacy was in 1962 while he was shopping in Macy's. After buying the game and reading the rules, John became convinced that it could be adapted for play by mail. He proposed doing just that in his *sf* fanzine, KNOWABLE, and with his first game and GRAUSTARK came the birth of our present PBM hobby.

GRAUSTARK began as a 2-week publication, but this increased to 3 weeks when slower mail service made that a hardship for his players. At one point, he considered going to 4 weeks, but a poll of his players showed that they wanted to continue with good quick 3-week deadlines. John is a firm believer in accommodating his players.

GRAUSTARK is named for the fictional Balkan nation which is the setting of 5 novels by George Barr McCutcheon, written during 1901-1924. This began a tradition of using such names for Dipzines, although it is not much observed these days. In the early days of the hobby, everybody got GRAU because it was the "hobby central"--full of news, game stats, final game results, and all, along with witty press (much of it by John himself), a hyperactive let-

ter column, and many other features of interest. The wit and flair of the 'zine were classic --even (dare I say it?) Golden Age.

GRAUSTARK continues to offer more than well-worn Diplomacy games (although it certainly has those). John is a very interesting man with a flair for creative writing. He especially enjoys writing book reviews, while his readers provide reviews of games. There is still that let-

ter column, still with the politics--John's views often differ from those of the average American.

John tells us that he loves the hobby because it is a great way to keep in touch with people. To our surprise (and yours, too, no doubt), he says that he doesn't play postally because he has a horrible time meeting the deadlines—this from a man with the timeliest 'zine in the hobby!

Kathy notes, "I view John as one of the most interesting people it has ever been my pleasure to meet and I am lucky to have him as a friend. As a novice, I was in awe of him. The first time I talked with him, I was amazed that the man who had started PBM Dip and the Boardman Numbers would

take time to speak with a "nobody". But even with his vast knowledge and authoritative way, he is just like the rest of us. People are just fascinated by him especially me."

GRAUSTARK #500 consisted of 42 pages, much of which consisted of long political articles (hobby and national), book reviews, fiction, letters, and games. . .plus one of John's now-rare cartoon-montage covers.

GRAUSTARK is available from John Boardman, 234 E. 19th St., Brooklyn NY 11226. Subscriptions for non-players are 9/\$5, and a sample is 37¢. Games are still (at last report) open--game fee \$15 (which includes a sub for the life of the game). We all hope GRAU is still around for yet another 500 issues!

[illegible]

PUDGECON REVISITED

by Kathy Byrne

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[Many local Cons are held throughout the U.S. each year. Among the best-known is one Kansas, of all places: PudgeCon (after the hobby nickname of its host). Herewith is a report on what one of these affairs can be like!]

Once a year there is a pilgrimage to Wichita. People come from all over the country to enjoy a weekend of fun and gaming at Bob Olsen's house. This year [1984] was no exception and once again I found myself unable to resist temptation. I had to be crazy to go from New York to Kansas just to see some Diplomacy players, but the strange force that compelled me to go also pulled in players from Colorado, California, Pennsylvania, Illinois, Wisconsin, Ohio, Oklahoma, Michigan, and even Maryland. Yes, Diplomacy players are strange. They will travel thousands of miles just to play a game--or is there more to it than that?

Three years ago Woody (Steve Arnawoodian) and I decided that if Bob would not come to any Cons and meet the hobby, then the hobby would go to Bob. We were determined to make a social butterfly out of one very shy person. I don't believe he was too thrilled with the idea at first, but you should see him now. Bob was prepared for the invasion this year--well, almost. He wasn't ready for 4 female Dip players at once. Being the gentleman that he is, Bob always gives his bed to the female, but this year that was a major problem since he has only one bed! Of course, being an old lady has its advantages: at least I didn't have to sleep on the floor!

When I arrived there was a game of Diplomacy in progress; but most of the weekend, Diplomacy seemed to be secondary. The real fun at these "home" cons is the socializing and friendships that you make. One brave soul, James Wall, actually brought his grandmother over to meet everyone. Mark Frueh, Ty Hare, and I immediately started a conversation with her; and being the great diplomats that we are, she actually believed that James was in "good hands". Even so, we had the easy job--poor Bob had to keep John Michalski from making a pass at her, keep Russ Rusnak from saying anything out of line, and make sure that Woody stayed in the closet.

Trivial Pursuit has become a good late-night game to entertain Dippers of late. We play partners, so that 10 of us can play at once. You should have seen the teams... what pairing! John Michalski and I were great

--hey, we won, even though I had a handicap!! I loved listening to Dewood Bowen, who would confer with his partner (Dan Stafford) only to get to get snoring sounds in response. Nancy Irwin, a very bright individual, got stuck with Woody, which explains why she lost. Julie and Dick Martin were the big competition, and Bob was at a loss for a partner as Russ was sound asleep.

Trying to find a decent place to eat in Wichita, the booming metropolis of the midwest, is always a challenge. Especially if you want Italian food. The worst part was that the place we wanted to go had a dress code; and needless to say, we all forgot our tuxes. So I was given the job of talking our way into the restaurant. Did you ever try to talk the manager of a restaurant into letting 20 of the most decrepit-looking people into one of the finer restaurants in Kansas? I decided to play on the fact that I was from out of town. The minute I said that, he said, "I never would've guessed from your accent!" (Cute!) Well, we did get in, and all I can say is: Thank God I live in New York, where we have real Italian restaurants.

As you can see, everyone had a good time. Diplomacy might not have been the high point of the weekend, but it was the one thing that drew all of us to Kansas. It gave us an excuse to see each other again, and to meet new friends. Who says that Diplomacy doesn't have a way of bringing people together? This hobby has a lot of things to offer--even a free place to stay in Kansas!

[Assuming that one wants to go to Kansas in the first place. Has anyone suggested to Pudge that he relocate? Kathy--who, I understand, is a charter member of the Worshipful Order of the Daughters of the Mailed Fist--is surely able to suggest a few dire alternatives if Bob refuses to live in some civilized locality--can't you, Kathy?

[Well, be that as it may, Kathy Byrne is surely well-known to most of our readers as one of the best players in today's postal circles, the editor of KATHY'S KORNER, and now General Editor of D.W. She is also hostess to a good number of "local" cons herself... the frequent and popular ByrneCons at her home in Flushing NY. Asked for technical advice on how to hold such things, Kathy dutifully repeats John Caruso's instructions: "First you buy the beer..."]

PIG TALK

or

THE ORIGINAL WROBEL TWINS DISCUSS LIFE, THE UNIVERSE, AND THE
WASHINGTON AREA RETINUE OF (TACITLY) HIGHLY ORGANIZED GAMESTERS

by Ken Peel

What follows is a largely unrehearsed, relatively spontaneous, marginally coherent conversation with Ed Wrobel on the establishment and growth of the Washington Area Retinue of (Tacitly) Highly Organized Gamesters. So what, right? Well, yes, no big deal if you believe that Diplomacy is a game that can only be played by mail across vast distances. (Lieutenant, have that man shot.)

It is ironic that the organized face-to-face play of Diplomacy, the medium for which the game was originally designed, is relatively new. Postal and FTF Diplomacy both have their advantages. The larger organized community of postal Diplomacy can make it an easier way to put together a game. Postal Diplomacy also provides the opportunity to meet new people from around the country and world, and can be a safe haven to those who find it difficult to tell a lie and keep a straight face. But many people enjoy the personal contact of FTF play, and Diplomacy--the prince of interactive games--has an intensity of play that cannot be matched.

A number of postal players seem to be developing local FTF groups even without that as their specific intent, and in recent years cons of all types have been growing dramatically in number and in attendance. In consciously organizing a regional FTF group, there is no magic formula other than persistence, ingenuity, and fanatic avoidance of hexing and *frping*. Players can be recruited in numerous ways: through flyers or 'zines tacked up on the walls of game stores, through direct invitations to postal players in the area, through DIPLOMACY WORLD and other plugs, from FTF cons, from friends and relatives, from colleges, through electronic bulletin boards, through flyers placed in games with the consent of local game stores, *etc.*

Once a certain critical mass is achieved, it is interesting to see how these various individuals interact--postal players can be drawn into increased FTF play, FTF players can join the postal community, and local electronic mail games can both expand the interaction of the local group and draw in new blood from computer fans. The only requirements are: a monthly publication to tie the group together and connect it with Dipdom, and the persistent efforts of one or several individuals determined to make everything work. In WARTHOG, that publication is POLITESSE, and that individual has been Ed Wrobel. And now. . . (drum roll, please):

ED AND KEN FACE TO FACE

Ken: Okay, so who are you going to be?

Ed: What do you mean?

Ken: Are you going to be Ed or Ken? I've been confused ever since Kathy Byrne dubbed us "twirs" in KATHY'S KORNER and stitched us together at the rib.

Ed: I can't really say. Lawsuits, you know. . . . By the way, all this is off-the-record, isn't it?

Ken: Sure, Ed! (Heh, heh...) So, how did WARTHOG get started?

Ed: I remember you came up with the acronym. And I filled in some of the words, including "retinue" and "(tacitly)". Who had "Highly Organized Gamesters"?

Ken: I think I had that.

Ed: Well, it's hard to say, but I had the idea to create a quasi-organization, right?

Ken: Yes, and you had been collecting shoats way back when they thought of themselves as simple gamesters.

Ed: And I was around before you.

Ken: On'y in the sense that you're older.

I've been dipping since junior high and playing World Dip postally for several years. Just because Dipdom didn't know about our group doesn't mean it didn't exist.

Ed: So you believe that a wooden block being dislodged makes a noise even if no one's around.

Ken: No question about it. What does it take to make a go of a gaming club?

Ed: Persistence, but not too much. Commitment, but not too much. Love, but not too much. And a coterie of creative, energetic individuals who avoid taking themselves too seriously or becoming too *cliqueish*. And lots of humor.

Ken: But how did you get started? Did WARTHOG hatch full-blown from your mind and step out upon a clam shell?

Ed: Not at all. I started hosting Diplomacy games when I lived in Baltimore, with the usual story: it's tough to find 7 to fill a board. I would make phone calls, ask people when they wanted to play, juggle dates and line-ups, suf-

fer last minute cancellations and no shows, etc., etc. The trouble is that 6 are too few and 8 are too many.

Ken: The scenario is similar to Diplomacy games I organized in the area--or, as often, attempted to--from 1980-83 before meeting you.

Ed: The problem is that if you host a game planning for 8 to provide "insurance", you need somebody willing to suspend reality and pretend there is actually some use for a GM in FTF Diplomacy--that is, if everyone does show. I wanted to play. So I developed a mailing list and sent out flyers. I had a number of names then in the Baltimore area, many quite marginal. I used to ask the players to submit end-game statements, and I would photo-copy them and send a set to each player.

Ken: Ah, the embryo stage of a publication.

Ed: Right. Then in August of '82, I got a job in Arlington on the south coast of the Holy Potomac River. It was a long drive from northwest Baltimore, so I moved to Virginia.

Ken: So much for the infant Dip network from Baltimore.

Ed: Almost. A former co-worker offered to host a game in October. It was held in Columbia, Maryland, and was the first game reported in POLITESSE, which debuted in November.

Ken: So now you had a 'zine but you were a long way from your player population.

Ed: Yes. I knew my marginal face-to-faceers wouldn't drive to Dale City, Virginia, of all places, so I took the logical step. . . .

Ken: Which was?

Ed: Write Mark Berch. He sent me a list of Dipsters in the Washington area. Curiously, he included his own name on the list, although he has never been particularly interested in non-tournament or non-postal play. Of course, we're all kids compared to Mark.

Ken: What's the average age of WARTHOG?

Ed: Chronologically most seem to be in their 20s. I'm 31. Phil Dancause is middle-aged and Ed Fahrmeier is well over the hill. These two constitute the Indefinite People's Junta, Southern and Northern Swineherd, respectively. Our youngest member in age is Andrew Vessey, who has not even grown out of D&D. Functionally, the young turks are Doug Byrnes and Sean Vessey, our up-and-coming Area Tusks. Emotionally, however, we all seem to suffer from the Peter Pan Syndrome--especially me--but for a group that spends hour upon hour

hunched over a table pushing around colored blocks and pieces of cardboard, we're amazingly mature. And really a lot of fun, if I do say so myself.

Ken: You just did. But back to history. How many "hits" did you achieve from Berch's list?

Ed: Disappointingly few, but it was a starting point. I chose about a dozen names from the list and wrote letters explaining that I had recently come to the area and wanted to play Diplomacy. Only 1 or 2 replies came back, but one of them was Dave Lilly of Fredericksburg.

Ken: Fredericksburg, Virginia, the site of MaryCon?

Ed: That's the place! In December, I went down there to play. The game included Dick Warner and a couple of students from his Diplomacy club at Mary Washington College.

Ken: Professor Warner, the godfather of MaryCon. . . .

Ed: The very same. I told them about POLITESSE and got their names and addresses for my mailing list, and Dick recruited me into his scheme for an annual Dip convention at Mary Washington College. It was an historic occasion.

Ken: Your incestuous but unofficial relationship with MaryCon was established early, I see, and POLITESSE was present at the creation. But at the time it must have been no more than a dinky flyer. . . .

Ed: Ah-hem. I'm sure the first XENOGENIC didn't top 100 pages. But you're right. It was usually 4 pages and boasted the reprographic clarity of GIVE ME A WEAPON before Konrad got his new "typer".

Ken: But it was a start.

Ed: It was a start. Month by month we gather new enthusiasts from ever more surprising sources. You, Sean, and Doug arrived via DW/Rod Walker. Phil saw POLITESSE on a gamestore bulletin board. I'm always on the lookout for Maryland and Virginia addresses in Dipzines, and we also recruit from MaryCon and AtlantiCon.

Ken: Just a few months before I joined you in September 1983, you helped promote successfully the very first MaryCon. First weekend in June each year, isn't it?

Ed: Yes--nice of you to mention that. . .

Ken: And aside from our more or less monthly games, since last April we have sponsored 2 all-weekend gaming extravaganzas--the Fools Games and the Gaetano Games--and a Saturday of wild simultaneous multi-gaming--

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SHEP ROSE: MORE HORROR STORIES

by Mark L. Berch

In the second article in this series, I reported on the person whom I considered to have been the sleaziest player of all time: Shep Rose. His specialty was to involve the GM in some aspect of his negotiations with other players. At this he was an absolute master. I thought at the time I had reported the worst of it, but unfortunately, there's more. Other players came forward with stories about Shep. Finally I went to him and asked a question that I dreaded to ask before, but I knew that, as Hobby Historian, I had to. Was there any stunt he pulled that was so sleazy that even he had some qualms about its ethics?

"Yes, I had my doubts then, and I still have them now, about what I did to the GM in 1987MG, in RUTHLESS. Along with my S01 orders, I enclosed a postcard, addressed and filled out, for him to mail to me. This was to be my assurance that my S01 orders had arrived. When it came I looked at it and was pleased: he signed it, but didn't date his signature. Why should he? The postcard referred to my S01 orders, so there wasn't any ambiguity. I did this for a few more seasons, and at that point (figuring he wasn't bothering to read the postcard any more) I left off the season. He signed it the way he always did, with no date. I continued this, and in F04 I hit the jackpot!

"The postcard came back with an incomplete cancellation--the date wasn't there (this sometimes happens with postcards because of their odd size). I could have used one without a postmark, but this was even better. This was my 'naked postcard'--it acknowledged receipt of my orders, but there was no date of signature, no postmark, and no season. None of these 3 elements alone is extraordinary, but to line up all 3 on one postcard is very difficult. In all the times I've tried, I've only gotten 2 such postcards, and one of them I wasn't able to use.

"I immediately sent in a 'change of orders'. They didn't really change anything, but I wanted another postcard to 'cover' that season. On that one I put the F04 season.

"In F05 I had an absolutely critical strategic and tactical decision to make--would

my ally stab me or not? It would be the only season he could do it. I prepared 2 sets of orders, but mailed neither. In F05, I was NMRed. I wrote the GM, saying I was very concerned. I enclosed a carbon of the set of orders which, having seen the F05 results, I'd prefer to use (to my surprise, my ally had not stabbed). 'These are the orders I prepared,' I wrote, which was 100% true. I didn't say I had mailed them. I enclosed a Xerox of my 'naked postcard', without comment. I told him that if he did not accept those orders, I wanted an Ombudsman, as per his HRs, and said that I'd take anyone from the Caruso Ombudsman's Service list except a specific few.

"I hoped he'd be cowed into accepting the orders, but he wasn't. I sent the Ombudsman my orders, and the naked postcard. I also sent my complete postcard file. He could see that there was one for each season, which would draw him away from the idea that this was an earlier postcard. He could also see that sometimes a season label appeared on the postcard, sometimes not, and thus the fact that the one I was using didn't have a date would be unremarkable.

"I had seriously considered adding the 'F-05' to the naked postcard. Would showing this doctored postcard to the GM constitute 'deception of the GM'? I wasn't really sure, but it seemed to me that a very strong case could be made that it was. So I didn't.

"However, the lack of any date on the naked postcard was its strength, and also its greatest weakness, and I felt sure the GM would try to discredit it on that basis. So I added an extra dirty trick: a forged letter from another player. I don't think I have the letter any more, but it went something like this:

"Dear Mr. Ombudsman:

"I have heard about the protest in this game. I've had a very hard time deciding what to say. The GM is a friend of mine, and I feel very dirty about ratting on him. It's the lesser of two very bad evils. He did in fact tell me--note the enclosed letter [which I forged as well] that he was irritated by some stuff Shep had done, and that

and that Shep was going to NMR. Read it for yourself. All this is OFF THE RECORD. You cannot make any public or private mention of this to anyone, especially not to the GM. I don't want you even contacting me about this. The whole business has made me sick and I'm not even sure I'm going to mail this letter--the first draft I tore up half way through. I realize that because this is strictly off the record, you may feel that you cannot use it at all. If you feel that way, I would understand. I'm not going to tell you how to do your job. Don't bother trying to talk me out of this OTR label, because there's no chance I'll reconsider. None.'

"You get the idea. I didn't want the Ombudsman to check back with the player, because he of course would know nothing of it. I have no idea whether the forged letter had any role in his decision. It may not have. After all, I did have the postcard, and if he accepted it, that would be all I needed. The Ombudsman ruled that the GM was either to accept my orders or to replay the season (he chose the former).

"The ethical question here is, can you deceive the Ombudsman? I was careful not to lie to the GM. But I lied to the Ombudsman about my orders, lied about the postcard, and forced 2 letters as well. It's an interesting question, don't you think?

"I did feel bad about framing the GM (but not about winning the game). It was really rotten; but then, isn't being rotten what this game is all about. . .at least the way I play? Yup, no holds barred Dippy is the ONLY way to go. I did try to show the GM that there were no hard feelings on my part. I even signed up for his next opening, but he turned me down. It's too bad--I had a real dilly of a sequel all mapped out."

So that's Shep's story. I don't even want to hear about the sequel he had planned. I believe this is probably the worst case I've uncovered yet in my investigation of Shep Rose, the sleaziest player of all time.

[Many of our readers will already recognize Mark Berch as the editor of DIPLOMACY DIGEST, strategy/tactics Editor for D.W., and a long-time contributor to these pages. His last article on Shep Rose was voted by our readers as the best in recent times and won the "Rod Walker Award" for best hobby article in 1984.]

the Alves Games. MaryCon '84 was an even greater success, running 7 boards with virtually no dropouts on the second day. The growth in participation of postal players at MaryCon was also significant; the con was a who's who of east coast dipsters. There's even a rumor afoot that DipCon may come to MaryCon in '86. All this, Ed, in just 2 years of POLITESSE and in less than 3 years since your first Dip game!

Ed: Thank you, Ken. I'm glad this is totally spontaneous and unrehearsed. Otherwise, some might accuse us of conspiratorial twinlike self-boosterism.

Ken: But after all these accomplishments, what is left?

Ed: Well, we've begun organizing in Richmond, and I have high hopes for Philadelphia.

Ken: I see. . . . Setting yourself up as head of an east coast syndicate, eh?

Ed: Oh, no; I'm just another swinelet. Someday these regions will spin off into independent groups with publications of their own. Furthermore, should someone (nudge, nudge). . .

Ken: Ouch!

Ed: . . .wish to set up a committee to present an annual award in my name for outstanding service to the FTF community--well, I guess I would be deeply moved. . .

Ken: Thank you, Ed, for letting me come by. . . .

Ed: . . .and there's also the possibility of creating a charitable tax-deductible foundation able and willing to receive cash donations. Small bills would be best. . . .

Ken: Ed, I think our time is about up. . .

Ed: But there is more! As long as there are those who Dip in isolation, there will still be Dragons to slay. . .oops, I mean shoats to recruit. . . .

And here I left Ed still musing incoherently to himself. I didn't mean to be rude, but he had, after all, said that naughty "D" word.

[Since this article was written, Ken has become co-editor of POLITESSE. He is also, effective with this issue, Managing Editor of DIPLOMACY WORLD. Of course, as my personal experience shows, a visit from Ken can prove the full worth of a good metal detector--never have I seen so many knives. . . .

[The experience of WARTHOG is a good example of what local groups can do and should do to keep themselves together. We hope that this article has not only been fun for the reader, but will inspire others to organize their own local groups for FTF Diplomacy.]

IF A = Z, THIS MUST BE DIPPY

by Russell Sipe

IF A=Z, THIS MUST BE DIPPY IS DIPLOMACY WORLD'S REGULAR COLUMN ON COMPUTER DIPLOMACY AND DIPLOMACY BY ELECTRONIC MAIL. RUSSELL SIPE IS EDITOR OF COMPUTER GAMING WORLD AND GAMESMASTERS E-MAIL DIPLOMACY GAMES THROUGH THE ARMCHAIR DIPLOMAT. Contact A=Z C/O P. O. BOX 4566, ANAHEIM CA 92803-4566 OR COMPUSERVE 76703,622, OR THE SOURCE TCL 920.

NEWS FLASH! (Well, at least it was when it was written.) The speed of electronic communications strikes the Diplomacy hobby as THE ARMCHAIR DIPLOMAT claims to be the first 'zine to announce the addition of Kathy Byrne to the staff of DIPLOMACY WORLD. With access to a reliable source deep inside the D.W. hierarchy this reporter learned in early October about Ms. Byrne's acceptance of the official offer. With characteristic zeal he rushed to "stop the presses" on TAD 96 (actually electronic 'zines never have to "stop the presses") and announced to his readers on October 12 that the historic merger had taken place! Editors that claim they published the news prior to October 12 will be poo-pooed.

COMPUTER DIPLOMACY CORRECTION: In DW 38 Allan Calhamer reviewed Avalon Hill's Computer Diplomacy. He looked at the TRS-80 version (which is distributed exclusively through Radio Shack by special arrangement with A.H.). However, he incorrectly states that the game is also available on the Apple computer. Would that it were! It is NOT available on the Apple, but IS available on the IBM-PC. The IBM version requires 256K of RAM. This means that many PC owners would have to upgrade from the old 128K standard to play this game fully. Newer machines carry a standard 256K (since just a few months ago). I say "play the game fully" because you CAN play the PC version with only 128K. The only problem is that the southern half of the map will not appear on the screen! Now there's an idea: blind Diplomacy! [No, Russ; that's half-blind Diplomacy.] (I know, Rod, you're going to tell me there are 237 blind Diplomacy variants, right? [Actually, there are only 236, so stop exaggerating!])

OTHER PBEM DIPPY 'ZINES: I've more than once written that THE ARMCHAIR DIPLOMAT (available on Compuserve) is the 1st PBEM Dippy 'zine. I said this partly because I knew that if anyone had a PBEM 'zine that predated TAD I would probably flush them out of the woodwork with that statement. So:

Flash! I got a nice letter from Steve Knight of Reston VA. Some of you may have noticed the game report on 1982CK in EVERYTHING #57. This was Steve's game run in his online 'zine MAD AS HELL. MAH ran for 9 issues in 1982; 1982CK ended after 1904 due to

"the relative unreliability of communications via Usernet". Usernet is "a loose collection of machines, mostly running UNIX, who agree to call each other regularly to pass on news and mail". Steve sent me copies of MAH and I am sorry that the game and 'zine didn't continue, for he did a good job in the 9 issues he published.

So, is TAD the first PBEM Dippy 'zine? Certainly MAH and whatever Allen Wells called his online "zine" predated TAD. But as a successful 'zine that is a vehicle for more than a "stab" at PBEM Dippy gaming, I still like to think of TAD as the first.

I also have a letter from Chris Greaves of Toronto, informing us of some PBEM games being run on the I.P. Sharp Network. These games have local players and as such would be "irregular", but they provide more evidence of the growing interest in PBEM Dippy.

A DIPLOMACY ADJUDICATION PROGRAM: A couple of years ago Rick Loomis of Flying Buffalo Inc. told me about a Diplomacy adjudication program that his people had written. It was written in Northstar Basic (a dialect of Basic designed to run on a Northstar microcomputer). Rick told me that the program had adjudicated several games without error. When he offered to send me a printout of the program, I took him up on the offer. At that point, my entire programming experience was embodied in an adjudication program which I had written for High Guard ("Traveller" ship-to-ship combat from Game Designer's Workshop). Feeling I could probably learn enough about the differences between Northstar Basic and Applesoft Basic, my desire was to translate Rick's program to run on an Apple II. However, after a quick perusal of the Northstar program, I could see that it would be a major task just to key in the program, much less translate it.

So I decided to ask if any of my PBEM players wanted to tackle the project. I posted the request in an online issue of TAD. Within 24 hours I got a response from Bob Arning of New York City. He indicated that he had little interest in translating someone else's program, but that he thought the idea of writing a Dippy adjudication sounded like fun and asked if I would send him a message telling him just what problems a Diplomacy adjudication program would have to solve.

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PUBLISH! IT'S GOOD FOR YOU

15

by P. J. Gaughan

Several publishers have lately started to lament publicly about the shortage of new Diplomacy 'zines and a general decline in the overall level of postal Diplomacy activity. In addition, many Dipsters are becoming frustrated (if their comments to me are any gauge) by what they perceive as limited outlets for their enjoyment of the hobby: fewer game openings, less diversity in 'zines, and a reduction in such interaction as letter columns.

There is a response which solves, I believe, both the hobby-wide problem and individuals' disappointment: go ahead and start your own 'zine! Now, of course, not everyone can publish. But I feel that many people assume they can't because all they hear is how difficult and time-consuming it is. I believe most publishers who have been at it for a while agree that the rewards more than compensate for the difficulties. Also, don't be misled into believing that a 'zine is the only option--articles or subzines can provide some of the same satisfaction without much of the toil.

I have three rules, and three steps, which I recommend to prospective editors. I believe these apply to subzines and 'zines, but I invite debate on what constitutes a good guide. First, the rules:

1. *A Dipzine does not make money.*

From the readers' point of view, you might say, "No one is required to subscribe." Realize going in that you will be subsidizing your new "child" and determine how much you can afford. Some people believe being realistic is depressing; actually, realistic goals will help you have more fun, since few things are as depressing as going into hock. Don't expect to extract all your costs from the readers. If most publishers charged enough to cover their costs, the average 'zine would be over a dollar an issue if they all survived.

2. *A Dipzine is not responsible to outsiders.*

I'm not talking about questions of morals; certainly a publisher has a responsibility not to slander or gossip! But if you choose to publish every six weeks, or run only variants, or (note this) publish feuding letters, that's between you and your paying readers. Don't let reactions from non-subscribers deter you. As an example, look at Mark Berch's DIPLOMACY DIGEST. Mark comes in for a lot of criticism for only running reprints of old Diplomacy articles. But the critics are generally not subbing to DD;

Mark and his readers are getting what they want out of this 'zine.

3. *A Dipzine should generally be responsive to its readers.*

Okay, you're the editor. You're in charge --after all, the 'zine is a reflection of your style and attitudes. But listen to subbers, whether you have ten or a hundred. If you get a lot of questions about your house rules, they may be too complex (or too simple). If you want letters but don't receive many, check to see whether you're encouraging writers. . .or are they being turned off by the format or topics in your letter column?

Does this seem fairly basic thus far? Probably. And it will not be much help to someone whose 'zine is still in the planning stages. But you need to know these principles before you act on them. The action should look something like this:

1. *Know your competition.*

This isn't difficult, since all you have to do is read what other people are doing. Compare styles, graphics, and features; then figure out what's missing. Is there a topic, game, or format that nobody's using? Are Dipsters looking for political arguments? Or are they tired of them? If you've read 25 'zines, you've probably covered a sufficient cross-section of the hobby, and you're ready to. . .

2. *Choose a gimmick.*

This is the most important step, to my thinking (and also the most debatable). If you want to run a warehouse (games-only) 'zine, you can probably skip this, but a gimmick is essential for any kind of reader participation or for the editor's creativity.

Picking your gimmick is closely tied to surveying the other 'zines. If there's some (legal) you'd like to do which nobody else is doing, you have two very strong arguments for going ahead. On the other hand, if the hobby literature seems saturated with a concept, your own enthusiasm for it may not be enough to succeed.

Compare the probable response. If you want a large, involved sub-list, don't concentrate on Renaissance music. . .and if you would rather get a unique message out to a small, close-knit group, avoid attractions such as hobby news or a wide-open letter policy. Or prepare to write lots of notes explaining why

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MILESTONES #4 EUROPA EXPRESS: NO BULL!

by Rod Walker

Quick, class! Which Diplomacy 'zine has placed as "Best 'Zine" in virtually every hobby poll in the current decade, including topping the Runestone Poll for 3 years running? DIPLOMACY WORLD? Ha--Don't we wish! No, this astounding record of public enthusiasm has been compiled by EUROPA EXPRESS, a child of the brain and fingers of Gary Coughlan of Tennessee. Founded in 1981 and appearing on a regular monthly schedule ever since, EE will publish its 50th issue this year. It has, all this time, stayed on "top of the charts". This is a milestone no 'zine has achieved since 'zine popularity polls first began.

And why not? EE is a very enjoyable 'zine --and using very small print gets in even more than you might expect of a 'zine which runs near, or over, 40 pages an issue. It has games, of course, and articles of great variety and interest, and a large & active letter column, not to mention hobby news, a regular contest to guess the names of hobby members whose photos Gary prints, and many other contests, quizzes, features, subzines, and Calhamer knows what else!

EUROPA EXPRESS has many endearing quirks. Games and other features are always accompanied by cartoons or other illos, so that once you get out your reading glasses, it's always a treat for the eye. One of the quirkiest things in the 'zine is Gary's habit of printing many segments of each game in the language of the largest Power (using Magyar for Austria-Hungary). . .and if there is no leader, using Korean, of all things! (Guess which war Gary was in.)

EE also specializes on contact with our gaming compatriots in Europe, and trades with many publications in the U.K. and on the Continent. One European contributor writes a

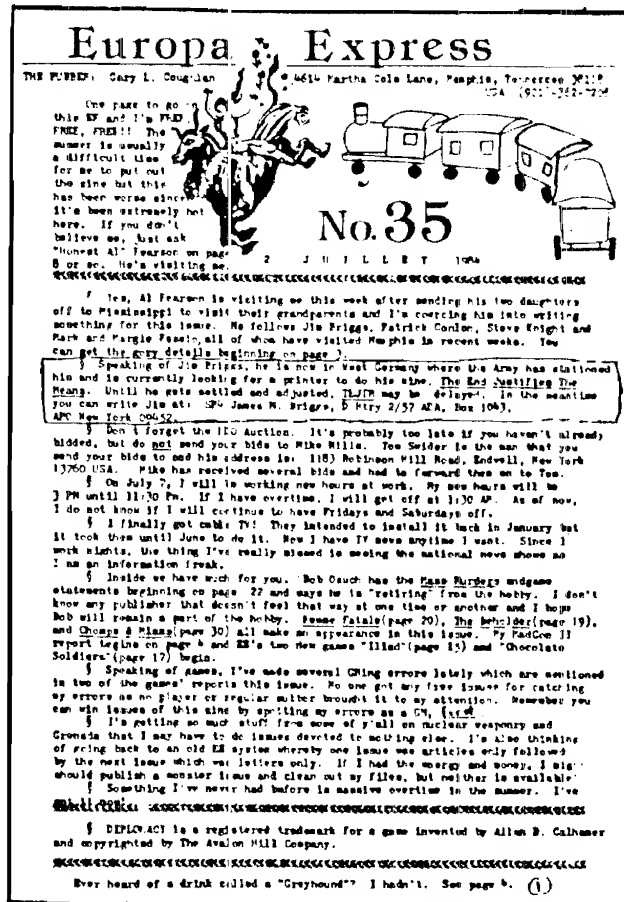
column on food, including intriguing chit-chat and even more intriguing recipes. With something for everyone, it's no wonder that EE appears on the polls as the most popular Diplomacy 'zine of the '80s.

One of the most useful features of EE, at least from my point of view, is the fact that the letter column is divided by subject rather than by contributor. This means that you can read all of the comments on a particular issue or topic in one place instead of piecemeal throughout the lettercol. I really like this, because if there is a debate going on for a particular subject, you can follow the arguments easily instead of hunting them up here and there, and perhaps missing a person's contribution to the exchange. (I'll admit that some people have expressed a preference for seeing all of each person's letter at once instead of bits and pieces, but for my money, the topical arrangement is by far the most interesting and informative.

Another feature, which has been running the past several issues, is a complete day-by-day chronology of everyone's favorite War, the First World. Another good feature is the subzine SAVONLINNA, edited by Mike Mills, which features a Roman Empire game, the Byzantine doings of the "People's Diplomacy Organization", and the hobby's only cheesecake.

And with any luck, you read it here first: another subzine in EE will be my own, formerly Independent 'zine, EREHWON.

Gary isn't anxious for new subbers, but doesn't discourage them, either--Gary Coughlan, 4614 Martha Cole Ln., Memphis TN 38113. No game openings. Subs are 10/\$6, sample is 39¢ in stamps. If you like a lot of reading once a month, you should consider this hobby classic. It's really no wonder that EUROPA EXPRESS has over 150 subbers and traders. . .and that's no bull.



DRAGONSTOOTH!

17

Stephen Wilcox

The DragonsTeeth Rating System was first established by Steve McLendon for DIPLOMACY WORLD. It is now maintained by Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX 77088. The DTRS calculation system was last explained in D.W. #31...or see the latest edition of THE DRAGON'S LAIR, 50¢ from Stephen. TDL also contains the complete DTRS listings for all players with completed games (a few hundred by now). Only the first 4 boards will appear below. Statistics are based on all the latest issues of EVERYTHING, 43-63.

In the columns below, we show: [1] Rank, [2] Score, [3] Wins, [4] Draws, [5] Survivals, [6] Eliminations, [7] Name. In the rankings of the Great Powers, however, the columns are: [1] Score, [2] Name, [3] Wins, [4] 2-way Draws, [5] 3-way, [6] 4-way, [7] 5-way, [8] 6-way, [9] 7-way, [10] Survivals, [11] Eliminations. Total games rated: 680. Player codes: # (computer network games); * (inactive by next update).

GREAT POWER RATINGS

11.48	ENG	54	50	56	47	13	5	0	241	211
11.22	FRA	58	44	51	46	15	5	0	249	209
9.57	RUS	68	37	42	31	19	4	0	204	282
9.50	TUR	53	33	44	37	12	3	0	231	264
8.06	GER	54	33	44	28	12	5	0	197	304
6.77	ITA	35	23	37	30	13	5	0	246	288
5.87	AUS	47	28	32	33	11	3	0	154	368

BEST COUNTRIES

AUSTRIA

1.	21.67	1	2	0	0	Keith Sherwood
2.	18.97	1	1	0	0	Phil Cooper
3.	17.98	1	0	1	0	Peter Reese
4.	16.58	1	0	1	0	Jack Frost
5.	14.66	1	0	1	0	Fred Townsend

ENGLAND

1.	21.49	1	2	0	0	Dan Stafford
2.	20.64	1	2	0	0	Bill Becker
3.	20.09	1	2	0	0	Blair Cusack
4.	19.51	1	0	1	0	Dan McLellan
5.	19.36	1	5	0	0	Lee Kendter, Sr.

FRANCE

1.	31.76	3	1	0	0	Jack Masters
2.	31.37	2	3	0	0	Dan Stafford
3.	27.93	3	0	0	1	Blair Cusack
4.	21.29	1	1	0	0	Kathy Byrne
5.	20.71	1	2	1	0	Lee Kendter, Sr.

GERMANY

1.	25.08	2	0	1	0	Lee Kendter, Sr.
2.	22.99	2	0	1	1	Don Ditter
3.	17.76	1	1	3	0	Stan Johnson

4.	17.34	1	1	0	0	J. Ron Brown
5.	16.90	1	1	0	1	Steve McLendon

ITALY

1.	27.18	3	1	3	0	Kathy Byrne
2.	21.33	2	0	0	1	Tom Ripper
3.	17.34	1	1	0	0	J. Ron Brown
4.	16.75	1	2	0	1	Tom Swider
5.	15.68	1	0	1	0	Russ Rusnak

RUSSIA

1.	27.67	2	0	0	0	David Lincoln
2.	27.54	2	0	0	0	Dan Stafford
3.	20.53	1	1	0	0	Ron J. Brown
4.	19.85	1	1	0	0	Jeff Albrecht
5.	18.95	1	1	0	0	Bill Hart

TURKEY

1.	27.16	2	0	0	0	Randolph Smyth
2.	20.72	1	2	0	0	Bob Osuch
3.	19.59	1	1	0	0	Russ Rusnak
4.	19.25	1	1	1	0	Dave Ditter
5.	18.70	1	1	0	0	Tom Ripper

PLAYER RATINGS

1.	32.85	5	7	0	1	Dan Stafford
2.	31.04	5	1	0	2	Jack Masters
3.	29.99	4	0	0	2	Jack Masters
4.	28.67	3	3	0	1	Mark Berch
5.	27.92	2	0	0	0	Phil Redmond
6.	27.67	2	0	0	0	David Lincoln
7.	27.54	2	0	0	0	John Stewart
8.	27.47	6	0	4	2	Randolph Smyth
9.	27.02	2	1	0	0	Jim Grosch
10.	26.90	2	0	0	0	Bill Oxner#
11.	26.88	4	4	0	2	Tom Ripper
12.	26.33	2	1	3	0	Peter Reese
13.	25.18	2	1	0	1	Lin Foote
14.	24.66	3	2	3	1	Fred Townsend
15.	24.32	2	2	1	1	Tim Burton
16.	24.19	2	1	0	1	Andy Lischett
17.	23.87	1	5	1	0	Keith Sherwood
18.	23.79	4	3	4	2	J. Ron Brown
19.	23.50	3	1	1	3	Greg Haskew
20.	23.32	2	5	0	1	Arturo Guajardo
21.	22.44	2	0	0	1	Drew McGee
	22.44	1	1	0	0	Russell MacKechnie
23.	22.27	1	3	1	0	Mark Fassio
24.	22.17	2	2	4	0	Don Swartz
25.	21.89	7	11	12	4	Kathy Byrne
26.	21.84	1	4	1	1	Kevin Kozlowski
27.	21.66	2	0	1	1	John Zipper*
28.	21.56	1	2	0	0	Bob Slossar

...and see THE DRAGON'S LAIR for many, many continuations.

ITALY'S SECOND ARMY

by Rod Walker

Italy in 1901. Italy's options in 1901 are primarily 4: [1] Neutrality, [2] war against Austria, [3] war against France, or [4] alliance with Austria (against whomever). In the first 3 instances, Italy will find use for all his forces--but in the last (which covers many possibilities), Italy often finds an "extra" army on his hands. In the "Lepanto Opening" (in which Italy moves east against Turkey), for instance, Italy's second army is often relegated to garrison duty in Venice or Piedmont (or in some more neutral spot). There are alternatives to this passive positioning. [I will not be considering here any use of "alliance" as a blind to stab Austria.]

The Key Opening. Jeff Key devised this variant of the "Lepanto". Italy orders A Ven-Tri, A Tri-Ser in 1901. He may pick up a 2nd build for Tun or move his fleet right away to Eas or Aeg (or even support Austria into Gre).

Advantages here are: [1] Quick development against Turkey, including an extra army in the Balkans; [2] The potential of a 2nd build for Italy, if an early western fleet is desired; and [3] The potential illusion (although not really convincing) of an Austro-Italian war, which may throw potential opponents off-guard for a season or two. Disadvantages: [1] The mixing of units will make the diplomatic situation very touchy. [2] Without Italian support, Austria can be sure of a build only through A Ser-Gre S by F Alb, which bottles up a fleet which would otherwise be ready for the attack on Turkey. [3] Austria normally gets only a build for Gre, although this is not a big problem unless he is facing a heavy Russian attack. Even so, it may make Austria nervous.

The Three Fleets Opening. First tried by Edi Birsan, this was recently called to my attention by Mark Berch. Here, too, Italy opens with A Ven-Tri...but in F01 Austria orders A Vie (or Bud)-Tri S by A Ser. Italy refuses the retreat and then builds 2 fleets.

Advantages: [1] A more (but not totally) convincing illusion of a conflict. [2] The strategic advantage of an early western fleet. [3] Avoidance of the confusing and touchy intermixture of units. Disadvantages: These are enough to give most players pause. [1] Italy's position vis-à-vis Austria in S02 is fairly weak and Italy may have difficulty trusting Austria, straining the alliance. [2] Austria is not able to guarantee the success of F Alb-Gre in F01, an overwhelming liability in my opinion. However, an Austro-Italian alliance that starts out with the "Key" may wish to switch to this variation if

in S01 Turkey NMRs or does something monumentally stupid, such as not ordering A Cor Bul (see "The Anatolian Alternative", D.W. 28

The Northeastern Option. Stretching east and north of Italy is an "empty zone" in central Europe--Tyrolia/Bohemia, Silesia/Prussia/Livonia and Galicia/Ukraine. Despite the great strategic importance of this zone, it often happens that in the very early game there is little or no movement into it. It is thus a "corridor" which Italy can seek to exploit by moving A Ven Tri in S01. Orders after that will depend on the situation, either to preserve a balance of power in the West or to insure a speedy victory in the East. [1] If England/Germany are attacking France, the A Tri can pull German back by threatening Munich (or even moving to Boh and then Sil to threaten Mun and Ber). [2] If England/France are attacking Germany A Tri can be useful in helping the German defense. [3] Moving further, toward Sil/Gal/Ukr Italy can commence an attack on Russia or help defend Austria from a Russian attack.

Advantages: [1] Italy gains great diplomatic leverage with a free and mobile army. [2] A stalemate in the West can more readily be preserved until the Turkish nut is cracked. [3] The eastern move helps frustrate the designs of a Russo-Turkish alliance (one of the most dangerous in the game). Disadvantages: Moving to Tyrolia may strain the alliance with Austria and may even provoke an Austrian (or other) attack if the army moves too far and is unable to defend the homeland. In fact, if Italy becomes too pushy about his aggressive stance, he may provoke enmity in unwelcome quarters.

No opening tactic or strategy is ultimately perfect every time. Each of the above options has serious disadvantages under some circumstances, and each player must decide himself whether a particular option fits his playing style and the diplomatic situation of the game (always hard to judge in the first season). However, these are often useful alternatives to a static defense within your homeland when you are Italy and allied with Austria.

[Do we need to tell you who this guy is? These days, it's mostly "ex-", anyway. But he does help edit this rag, which is bad enough. The author would like to thank Mark Berch for his helpful suggestions in improving this article and making it more comprehensive. . .even if it did mean retyping the whole dang thing after it was in final draft!]

by Bob Olsen

[Kathy says we don't have enough coverage of personalities in this 'zine. People, she says, are curious about other people. Certainly everyone's hobby experience is unique and interesting. Speaking of curious, however, here we have something of a hobby autobiography by a particularly curious individual, none other than the host of PudgeCon (see elsewhere this for details on that madness). Now, if this isn't a grade-A certifiable loony, I don't know what is.]

It would indeed be surprising if even the veriest dunderhead could spend 5 years playing Diplomacy without learning something, and I'm pleased to report that even I have been up to something besides growing moss on my north side. Herewith I present my findings. Listen up now: I may ask you to repeat these revelations back to me, if they slip my mind again.

When I joined Dipdom in late 1979 my expectations were pretty low. After all, I had never played the game, even face-to-face, and these other guys knew everything. They could cover 8 provinces with just 2 units and pick up 3 builds at the same time. I figured I could count on about 10 quick eliminations before I caught on. Then I would know how to cover 8 provinces with only 2 units, and so on.

Well, it didn't turn out that way. As 1980 rolled along I found that it's really pretty easy to do well in a postal game. Anybody who gets his orders in every season has a decided advantage; somebody who's actually willing to write and answer his mail (a breakthrough innovation which I can't claim as completely mine) gains a huge advantage. Hey, maybe that's why they callit "Diplomacy"!

I had a ball in 1980. Most of my games seemed successful, gaining dots was fun, and so I signed up for more games. And more games. Things began to get out of hand. I developed clever systems for organizing yet-unanswered incoming letters. I dreaded going away for summer vacation because of the house-sized stack of mail that would await me on my return. Jack Masters named my gamestart in his 'zine /I.P." "because you have more 1980 gamestarts than anyone else in the hobby" (I believe he was trying to tell me something. . .). I sailed blithely along, propelled by a tide of cards and letters.

Then 1981: the year the chickens came home to roost. It turned out that, alas, the dip hobby contains more than its share of vicious backstabbing thugs. Game after game

went sour as I was crushed like an insect time after time. Suddenly this wasn't much fun any more and that giant stack of mail looked uglier and uglier. Was there any point to this exercise? No time to think about it; gotta write more letters.

Fortunately, 1982 came along. My playing didn't get any better (and it couldn't get any worse), but it turned out there was another reason to hang around Dipdom aside from grabbing dots and writing letters. A scheme to trick John Michalski into holding a con at his home somehow backfired and the con wound up at my house. I didn't know there were that many crazy people in the whole world; from California and New York and all points between they came to bucolic Wichita KS for 2 days of playing Diplomacy. And oddly enough, even though I had only laid eyes on one of these people before, they were all like old friends who drop in every Saturday afternoon--I knew them, from letters and phone calls. Maybe all that writing wasn't a complete waste of time after all.

I didn't really learn anything in 1983 (my brain was full), but I did attempt to transmit some of this starry wisdom to a young, dewy-eyed novice. "You're starting a 'zine, and you've umpteen gamestarts. . .will you take it easy?" He didn't listen, of course. Where is he now? Well, he went into burnout and left the hobby.

Actually, it makes little sense to play Diplomacy when you know you're just playing to be sociable and lack any sort of killer instinct. On the other hand, the social aspect is extremely important. I had another con in 1983 and widened my circle of visitors with some repeaters, some new people, and another good time. And another in 1984. Suddenly the gathering began to be referred to as an institution (or maybe that's where I belong for having it?).

I finally figured it all out in 1984. "Those who can," I decided, "play. Those who can't, GM." (Have I insulted enough people with that one?) So I decided to GM a game, and lo and behold, it's great. Mail comes in that I don't have to answer. There's a game out there with loads of Dip letters flying back and forth and I don't have to worry about writing any of them! Once every few weeks I just adjudicate the game, laugh at the vicious stab of the country I probably would have been playing, and

(continued on p. 41)

WINNERS

from

EVERYTHING

61-63

In the last 3 issues of EVERYTHING (did you know the full name is "Everything You Ever Wanted To Know About Postal Diplomacy And Were Afraid To Ask"?), we have seen 87 postal games completed. Of these, the final results break down as follows:

Wins.....	46
2-way Draws.....	17
3-way Draws.....	10
4-way Draws.....	11
5-way Draws.....	1
6-way Draws.....	2

Russian wins dominated the statistics, with Austria and Germany doing a little better than usual and France and Turkey doing much worse. The totals for the Great Powers:

Russia.....	12
England.....	8
Austria.....	6
Germany.....	6
Italy.....	5
Turkey.....	5
France.....	4

In the final Calhamer Point totals, the Ice Queen is still on top and the order of finish seems more business-as-usual, save the Wicked Witch of the South seems strangely out of place with the also-rans. Totals:

Russia.....	19.07
England.....	14.99
France.....	12.78
Germany.....	12.62
Turkey.....	9.68
Austria.....	8.96
Italy.....	8.66

France obviously did a lot of drawing--Austria, just as obviously, didn't do much drawing. Perhaps more players are getting to know how to handle Turkey, but dealing with Russia and England still seems to be eluding people.

Whatever. Anyway, DIPLOMACY WORLD would like to congratulate the following winners of postal Diplomacy games:

(* = replacement player)

1976JJ	GER	Elmer Hinton
1980HI	TUR	Dan MacLellan
1980KM	FRA	*Dave Carter
1981D	GER	*Steve Langley
1981H	ENG	Gregg Fritz

1981HC	RUS	Paul Rauterberg
1981IF	GER	Stan Johnson
1981IU	RUS	Mike Mazzer
1981KD	ITA	Steve Arnawoodian
1981KH	RUS	Jeff Sandelin
1982B	FRA	Blair Cusack
1982Q	RUS	Ron J. Brown
1982AA	FRA	Jim Grosch
1982AD	RUS	Lin Foote
1982AN	ITA	Bob Slossar
1982AS	TUR	*Eric Kane
1982CF	ENG	Peter Fuchs
1982CJ	AUS	Don Scheifler
1982CP	RUS	Dan Stafford
1982CR	GER	Bill Becker
1982CS	ENG	Jeff Punches
1982CX	ITA	*Dave Lowman
1982CZ	TUR	Don Swartz
1982HA	ENG	*Paul Gardner
1982HI	AUS	Charles Gratto
1982HM	GER	James Wall
1982HY	TUR	Mark Fassio
1982IO	ENG	Dave Anderson
1982IP	ITA	Tom Graessle
1983B	RUS	Peter Reese
1983I	AUS	*Dick Martin
1983J	RUS	John Stewart
1983L	AUS	Scott Cameron
1983W	ENG	Stephen Wilcox
1983AI	RUS	James Wall
1983AL	ITA	David Frick
1983AM	FRA	Evans Givan
1983AZ	RUS	David Lincoln
1983CP	GER	Charles Kaplan
1983CW	RUS	John Jordan
1983CX	ENG	*Tom Buchsbaum
1983CY	TUR	Bill Oxner
1983CZ	TUR	*Matt Fleming
1983ID	ENG	Nick Moore
1984G	AUS	Keith Sherwood

PLAYER RATINGS

THE INFLUENTIAL PLAYER RANKINGS

The IPR sytem is one of several active and deceased player ratings based on the Calhamer Point Count (1 point per game, going to the winner or evenly divided between drawing players). The IPR is maintained by Dan Stafford, 58 W. 9th, Apt. E, Columbus OH 43201. IPR results are published after each issue of EVERYTHING comes out. The IPR is kept in a "current" status, meaning that it uses results

only from the more recent issues of EVERYTHING (in this case #48-63), those published in the last 4 years. In the columns below we have: [1] Rank; [2] IPR (Calhamer) Points; [3] Total Wins & Losses; [4] Total Wins; [5] Number of Gamestarts in EVERYTHINGS 60-63; [5] Name.

1.	11.4	20	7	7	Kathy Byrne
2.	10.1	15	7	1	Dan Stafford
3.	8.2	17	3	5	Dave Carter
4.	6.8	9	6	0	Jack Masters
5.	6.6	11	5	3	Dick Martin
6.	6.0	12	3	11	Paul Rauterberg
7.	5.6	9	4	1	Blair Cusack
8.	5.3	6	5	2	Randolph Smyth
9.	5.1	8	4	0	Tom Ripper
10.	4.8	7	4	3	J. Ron Brown
11.	4.7	8	4	0	Lee Kendter
12.	4.5	7	3	3	Stan Johnson
13.	4.4	14	1	2	Keith Sherwood
14.	4.1	11	2	9	Steve Arnawoodian
	4.1	10	2	0	Don Ditter
	4.1	7	2	5	Kevin Kozlowski
17.	3.9	6	3	1	Bill Becker
18.	3.8	6	2	4	Russ Russnak
	3.8	6	2	0	John Kador
20.	3.6	6	3	0	Fred Townsend
	3.6	6	2	0	Dan MacLellan
22.	3.5	6	2	9	Al Pearson
	3.5	4	3	0	Greg Haskew
24.	3.3	5	3	0	John Stewart
	3.3	5	3	1	Ron J. Brown
	3.3	5	2	2	Dave Grabar
	3.3	4	3	0	Tim Haffey
28.	3.2	4	3	1	Peter Fuchs
29.	3.1	6	2	0	Bob Osuch
30.	3.0	7	1	2	Mike Mazzer
	3.0	6	2	0	Arturo Guajardo
	3.0	6	1	1	Gene Boggess
	3.0	4	3	0	Walter Blank
34.	2.9	6	2	1	Eric Kane
	2.9	5	2	3	Don Swartz
36.	2.8	5	2	0	John Horn
	2.8	5	2	1	Tom Swider
	2.8	4	2	0	Tim Burton
	2.8	4	2	0	Bill Quinn
40.	2.7	6	2	1	Steve Langley

THE C.P.C.R.L.

The original Calhamer Point Count Rating list, started umpteen years ago, is still being maintained by Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1.

This listing is based on all completed postal games reported in EVERYTHING and its predecessors. This means that many of the names on the list below are no longer active in the hobby. The list we have here was first

published last fall, so it doesn't include the most recent issues of EVERYTHING. We'll try for a more current listing nextish. In this list, the columns are: [1] Rank, [2] Calhamer Points, [3] Number of Wins (first 28 names), and [4] Name; also, * = active (meaning that since EVERYTHING #52, has had game results which improved the player's score).

1.	35.33	23	*Ron Kelly
2.	19.65	16	*Doug Beyerlein
3.	18.33	14	Andrew Phillips
4.	17.48	15	Edi Birsan
5.	15.40	9	*Eric Verheiden
6.	13.36	9	*Lee Kendter, Sr.
7.	12.78	11	*Randolph Smyth
8.	12.00	11	Brenton Ver Ploeg
9.	10.36	7	*Kathy Byrne
10.	9.95	8	*Blair Cusack
11.	9.65	6	*Don Ditter
12.	9.50	9	Walt Buchanan
13.	9.36	7	Lew Pulsipher
14.	9.28	7	Len Lakofka
	9.28	8	*Tom Ripper
16.	9.25	5	Hal Naus
17.	8.66	7	*Steve McLendon
18.	8.41	7	Mike Rocamora
19.	8.33	8	John Smythe
20.	8.20	8	John Beshara
21.	8.16	5	*John Fleming
22.	8.00	7	Randy Bytwerk
	8.00	5	*Dan Stafford
24.	7.86	2	*Dave Carter
25.	7.50	6	*Jack Masters
26.	7.25	5	*Dave Ditter
27.	7.10	5	*Dick Martin
28.	7.00	7	Dave Crocket
29.	6.86		Tom Eller
30.	6.78		Andy Davidson
31.	6.70		Eugene Prosnitz
32.	6.48		Joel Klein
33.	6.45		Bob Sergeant
34.	6.31		Doug Hollingsworth
35.	6.26		Steve Brooks
36.	6.25		*J. Ron Brown
37.	6.08		Jeff Power
38.	6.06		Mike Lariton
39.	5.95		Conrad von Metzke
40.	5.73		*Mark Berch

It would be interesting to see a revived averaged CPCRL, especially one which omits games which were won by playing only a season or two as a replacement. There is a big difference, for instance, between Ron Kelly, who amassed 35+ points in well over 100 games (most of them as a replacement) and Walt Buchanan, who earned 9.5 points in only 10 games, all as an original player. Merely totaling points can distort things.

VARIETIES OF DIPLOMACY PLAYERS

by Lewis Pulsipher

In fifteen years of playing Diplomacy I've noticed certain patterns of behavior or attitude among my opponents and allies. Diplomacy players can be categorized according to the way they play; if you can identify which category a potential ally or enemy best fits, it will help you plan your strategy. If you think about how you play, you may discover that a change would increase your enjoyment of the game.

First, players differ in the objectives they pursue. One group plays to win, while the second doesn't care about winning. The "win" group is split further according to their opinions about the most desirable result if a win is unattainable. One variety prefers to be the largest surviving power, other than the winner--"draws are like kissing your sister". (There is a who would "rather die than draw".) The other type believes a draw is a partial win, while "second place is a loss", hardly better than elimination in 1903. These have sometimes been called the "win only" and "strong second" schools, but better terms might be "drawers" and "second placers".

Among the "who cares" group there are those who want to see a tactically, strategically, and especially diplomatically interesting game, regardless of who wins, and those who intend to do exactly as they please, regardless of repercussions. The first type--"let's have a good game" might be the key phrase--will try unusual strategies or set up unique stabs and deceptions, playing for the sake of the brilliant move. The second type--"I feel like doing it"--will attack someone who's insulted him, or someone he doesn't like, or he'll try wild things like getting an Austrian army in Belgium in 1902, just for the hell of it.

Second, players can be separated into groups according to their basic playing styles--the Classical or the Romantic. The Classical player depends on logic. He employs minimax strategy; that is, his moves are intended to maximize his minimum gain. He pays attention to detail and takes few risks, preferring to let the other bloke lose the game by making mistakes. He tries to take control of the entire game, though subtly. He is often a good ally, and certainly a bad enemy; he keeps trying until his last unit is eliminated. The Classical playing style is more suited than the Romantic to a game in which overt chance factors play no part; only the unpredictability of

the seven players throws off the Classical player's calculations. A Classical player usually refuses to risk a position which guarantees a draw or second place (depending on his preferences) rather than go for a win.

The Romantic player is more flamboyant. He relies upon the unpredictable, upon surprises or the Great Stab. His object is to defeat the enemy with a single move, which in Diplomacy means to destroy the other player's morale, to convince him of the inevitability of his defeat. I have seen players give up well before their positions were hopeless--in common parlance they were "psyched out". The Romantic works to psych out the other players. He will take chances in order to seize victory rather than wait for others to err. Rather than maximize minimum gains, he prefers to predict exactly how his opponent will move and take advantage of those anticipated moves, sometimes with amazing results. The Romantic is an unreliable ally; as enemy he can be unpredictable, either frustrating the attack with excellent guesses or collapsing entirely because he isn't interested in a dull tactical defense.

Aside from these basic varieties there are some subtypes which apply to inferior players only. You'll surely encounter these types if you play often, for the average game includes several weak players.

The Supply Center Grubber. This player, frequently, sometimes with no good reason, captures an ally's supply centers. He sees a center he can capture this year--if he starts a new war. He resists temptation, but the center looms larger in his mind as time passes. It'll be so easy, he feels. He doesn't worry about long term consequences--the center becomes the ultimate goal. Nothing matters but the center. Finally the center-grubber can resist no longer. He grabs the center, but often this turns out to be a bad move. Center-grubbers are always deficient in strategic ability but may be good tacticians and glib negotiators. Some of them even make a career of stealing centers and then talking the victim out of plans for retribution. The key phrase for the center-grubber is "I couldn't resist". Most merely adequate Diplomacy players are center-grubbers.

The Piece Pusher. This player is sloppy. He deals with impressions rather than details. His negotiation is vaguely generalized, and he seldom thinks beyond the next move or two.

He pushes pieces up into the battle line, making obvious moves, toward whatever enemy he has selected. The key phrase here is "let's you and me kill him"--a typical letter from a piece pusher in a postal game.

The Lost One. This player's pieces mill around without accomplishing much, because he really doesn't know what to do. He might be better off as a natural puppet (see below). Perhaps he doesn't quite grasp the idea behind the game, or if he does, he's at a loss to see how he can attain a win. His key phrase is, "I can't decide whom to attack". There is no player so indecisive.

The Natural Puppet (two types). This player either [1] is convinced by whomever last talks to him, or else [2] he picks his father figure when the game begins and does whatever father says. If the puppet is "naughty" he soon wants to rejoin the family. The type 2 puppet tends to survive longer than type 1, if he chooses a smart father figure. The natural puppet can be a frustrating ally because he tends to foul up his moves, but the type 2 is worth the trouble, particularly if he is a "second placer". "Tell me what to do" is the key phrase.

Mack the Knife. This player likes to stab--period. He'll do it regardless of how it may hurt his overall position. Naturally, he is a bad ally. The key phrase is "tough luck, sucker".

When you play, the sooner you find out what variety of player each opponent is, the better your chances of achieving your objectives, whatever they are. How do you figure this out? If I could describe a foolproof, or even fairly reliable, way to figure out what or how your opponent thinks, merely by talking to him, I'd have solved the major problem of the game! Talking may help--for example, you could describe what's happened in other games you've been in, and see what your opponent has to say about it. You may even talk "philosophy" directly.

But the best guide to a player's propensities is his past actions. Talk to those who have played Diplomacy with him in the past, if you haven't. Read 'zines he plays in, especially end-of-game statements and press releases. While you can't trust anything completely in Dippydom, mostly-accurate information with some inaccuracies is better than no information at all, and no experienced player can hide his tendencies indefinitely. (By the way, anyone who tells you that you should ignore the past actions

of a player in deciding how to deal with him is either [1] an Idealist (and an especially naive one at that) or [2] someone who wants to hide something about how he plays. And 99 out of 100 will be of the second kind rather than the first.)

[Lew Pulsipher has been involved in postal Diplomacy for a long time. He has conducted polls and has written numerous articles on the game in pro and semipro gaming publications. He is also well-known as an expert on variants, and is the author of two variant collections, one of them professionally published in England.]

(PUBLISH!...continued from p. 15)

you're restricting your circulation!

A gimmick is an overall theme, a unifying topic. Look around; some successful gimmicks include internationalism, women's lib, geographic groups, satiric comedy, even the opportunity to abuse other readers (all in jest). If all else fails, try to determine which segment of popular culture you fit into: New Wave, New Right, Yuppie.

3. *Get the presses rolling.*

The actual cut-and-paste, copy-and-collate isn't the only thing, but it can appear to be the most important thing. Every step of the way, decisions are involved (do I have room for this, or will it squeeze out that?). The physical process would require another article, but in general, ask around. If you'd like to use rub-off lettering, borders, and frills, get specifics from a few publishers who are already using them. Ask about various reduction levels work. Also find out which systems of organization are most successful. Be sure you can get a quick answer to those mid-monthly phone calls and questions in the mail.

In the midst of all these mundane things, keep an overview in mind. You're trying to help yourself, and your readers, to part of the fun of Diplomacy. If some detail detracts from that (say, black press, or too-long deadlines), keep your larger priorities in mind and change it.

By all means, publish!

[Pete Gaughan has certainly taken his own advice, and publishes the highly attractive and readable PERELANDRA, founded in 1982. Pete is also Chairman of the Administrative Committee for this year's DipCon (in Seattle), and publishes ECOTOPIA as a newsletter for the upcoming Con. In PER, Pete's gimmick is sidelights on fantasy literature.]

WORLD DIPLOMACY VI

Mark Stegeman

World Diplomacy VI was developed after extensive playtesting of its immediate predecessors, W.D. II, III, and IV. (W.D. I and V are games designed by William Stapel.) Most (if not all) playtesting was done by members of WARTHOG (see elsewhere this issue), and we expect that W.D. VI will be a featured variant at MaryCon this year.

W.D. VI is a Diplomacy variant in which 8 Great Powers struggle for world domination. New units add flexibility to the play. First, players can build Air Forces as an alternative to Fleets and Armies. AFs are useful only for supporting ground units, but can move any number of spaces in a single turn. Second, players can establish foreign bases and empires as additional "home" supply centers. Finally, an optional rule permits the construction of nuclear weapons.

The rules governing Air Forces look complicated, but have proven to be easy to learn. The high concentration of supply centers reflects the need to supply Air Forces as well as Armies and Fleets.

Rules for WORLD DIPLOMACY VI

Except as follows, the rules for World Diplomacy VI are the same as for Diplomacy. "Friendly" means owned by the same player. "Hostile" means owned by a different player. "Turn" refers to a Spring or Fall season.

1. Home supply centers and starting positions.

Arab Block (ARB): F Algeria, F Arabia(ec), A Baghdad, F Egypt, A Jerusalem, A Libya.

Australia (AUS): F Brisbane, F Melbourne, F New Zealand, F Perth, A Sydney.

Black Africa (BAF): A Congo, F Johannesburg, A Lusaka, F Nairobi, F Nigeria.

China (CHN): A Beijing, A Burma, F Hanoi, A Manchuria, F Shanghai.

South America (SAM): A Bolivia, F Colombia(ec), F Lima, F Rio, F Venezuela.

Soviet Union (RUS): F Georgia, A Kiev, F Leningrad(sc), A Moscow, A Omsk, A Siberia, F Vladivostok.

United States (USA): A Chicago, F Hawaii, A Houston, F New York, F San Francisco.

Western Europe (WER): A Amsterdam, F London, F Marseilles, F Paris, A Rome.

2. Geography.

2.1. The board is cylindrical. The 5 spaces on the left-hand edge of the board also appear on the right-hand edge.

2.2. Big dots mark the 77 supply centers.

2.3. Antarctica and the Arctic Ocean are spaces only for the purpose of air movement. The dotted boundaries north of Alaska and Leningrad represent ice barriers impassable for fleets. This means that Omsk and Siberia are not coastal provinces and that the Northwest Territories have no west coast.

2.4. The dotted boundary west and south of Tibet represents a mountain barrier impassable for armies. This means that Tibet borders neither Delhi nor Bengal for the purpose of army movement and support.

2.5. The following spaces have 2 coasts E/W except as specified: Arabia, Balkans, Central America, Colombia, Leningrad (N/S), Mexico, and Milan.

2.6. The following spaces have connected coasts (as do Con, Den, and Kie in regular Diplomacy): Egypt, Hamburg, Istanbul, Panama, and Sweden. Hamburg and Sweden are also connected by land (just as Den-Swe in Diplomacy).

2.7. Land spaces can be abbreviated with the first 3 letters, using C for "Central" and N for "New". Sea spaces can be abbreviated with the first 3 letters of the principal name, plus the first letter of the first extra word (e.g., Bben=Bay of Bengal, Aras=Arabian Sea). Exceptions: Mdr=Madrid, Mdg=Madagascar, Chl=Chile, Chc=Chicago, Nrgs=Norwegian Sea, Nrts=North Sea, and Sepa=Southeast Pacific.

3. Air forces.

3.1. A player can build air forces (abbr. AF) as an alternative to armies and fleets. One AF counts the same as an A or a F.

3.2. An AF can coexist with an A or F in the same space (including a hostile A or F), but no more than 1 A can occupy a single space. A player may build an AF and A or an AF and a F in the same home center (see also rules 4 and 5) during a single adjustment, assuming he has sufficient supply centers for the 2 builds.

3.3. AFs are used only for support and cutting support. They can neither capture supply centers nor convoy other units.

3.4. AFs have all the movement options of As and Fs except for convoying. AFs battle one another for control of spaces under regular Diplomacy rules, oblivious to the movements of As and Fs. (One can think of AFs as moving through a parallel board of air spaces that lies above the regular board of ground spaces.)

3.5. A holding AF can simultaneously perform one of the following 3 ground operations: support in defense (abbr. GS) an A or F in the same space, cut the support (abbr. GA) of an A or F in the same space, or support in attack (abbr. GS) an A or F trying to move into the same space. An AF holding and performing a ground operation can be supported in defense by other AFs. A ground operation is blocked only by dislodging the AF. (Note that support for air operations can be cut in the usual way, without dislodgement.)

EXAMPLE 1: (The orders are numbered to facilitate the explanation. In support orders the supported unit is not designated.)

WER: [1] A Ham-Ber, [2] AF Ham GS Ham-Ber, [3] AF Ceu GA.

RUS: [4] A Ber H, [5] A Ceu S Ber, [6] AF Kie-Ceu, [7] AF Bal S Kie-Ceu.

(Bal=Balkans, Ber=Berlin, Ceu=C.Europe, Ham=Hamburg, Kie=Kiev.) In this situation, 6 succeeds with support of 7, dislodging AF Ceu. This blocks 3, so that the support of 5 is not cut. Therefore 1 fails, despite the support of 2. It is generally best to resolve AF movement completely before attempting to resolve ground movement.

3.6. An AF can perform a ground operation affecting an adjacent space A, just as if it were holding in space A, but in this case the ground operation includes an attempt to move into space A. This attempted movement is treated as an ordinary air attack for the purpose of resolving AF movement, except that it cannot be supported. Therefore it is blocked if any other AF attacks space A or if an AF already in space A fails to move out. If the air attack is blocked, then the ground operation (of the AF) is also blocked.

EXAMPLE 2:

SAM: [1] A Cam-Mex, [2] AF Cam GS Cam-Mex, [3] AF Cars S Cam-Mex.

USA: [4] A Mex H, [5] AF Mex-Cars.

(Cam=C.America, Cars=Caribben, Mex=Mexico. Here 3 is illegal, because AF Cam is attempting a ground operation. Since 5 is blocked, 2 is also blocked, which means in turn that 1 is stood off. If AF Cars had simply moved away, 5 would have succeeded, allowing 2 and 1 to succeed.

3.7. At the end of each turn any AF that cannot be supplied is disbanded. An AF is automatically in receipt of supplies if a friendly A, F, or supply center is no more than 2 spaces away. An A, F, or supply center can transmit supplies to any number of AFs. Hostile AFs do not interfere with supply.

3.8. A player can order transmission of supply (abbr. SY) to other players' AFs, stating

In his orders which units and/or supply centers are to transmit supply to which AFs. It is not necessary to specify these exactly, so long as the order is unambiguous. (E.g., It is acceptable to order, "All units and supply centers SY all CHN AFs."

3.9. During each adjustment, each player must replace any of his AFs which were disbanded through lack of supply during that game-year, unless he cannot build that many units. In that case he must build as many AFs as possible.

3.10. An additional movement option for AFs is to deploy to any space on the board. The deployment order must specify a single path to this space, consisting of a sequence of spaces that connect the space of origin to the space of destination. E.g., "AF Par-Ham-Ber" deploys an AF from Paris to Berlin. To deploy an AF 1 space, use "(d)" to distinguish this from ordinary movement. E.g., "AF Par-Ham (d)" deploys an AF from Paris to Hamburg. Deployments cannot be supported.

3.11. Each space on the deployment path, including the destination, must at the start of the turn be within 2 spaces of a unit or supply center that is either friendly or ordered to supply that AF (see 3.7 & 3.8). A deployment that does not satisfy this condition is blocked.

3.12. If a deployment is blocked, the AF remains in its original space and holds; it cannot be supported in defense.

3.13. Aside from lack of supply, a deployment is blocked if any AF attacks (meaning, through regular movement) the space of destination or if an AF already in that space fails to move out. A deployment is also blocked if any space along the deployment path (excluding the destination) is either occupied by a hostile AF at the start of the turn or attacked by a hostile AF during the turn. Deployment moves can intersect freely without blocking each other, unless 2 AFs attempt to deploy to the same space and neither is blocked earlier in its deployment path, in which case both deployments are blocked.

3.14. Attempted deployment can neither block AF attack (by regular movement) nor cut support.

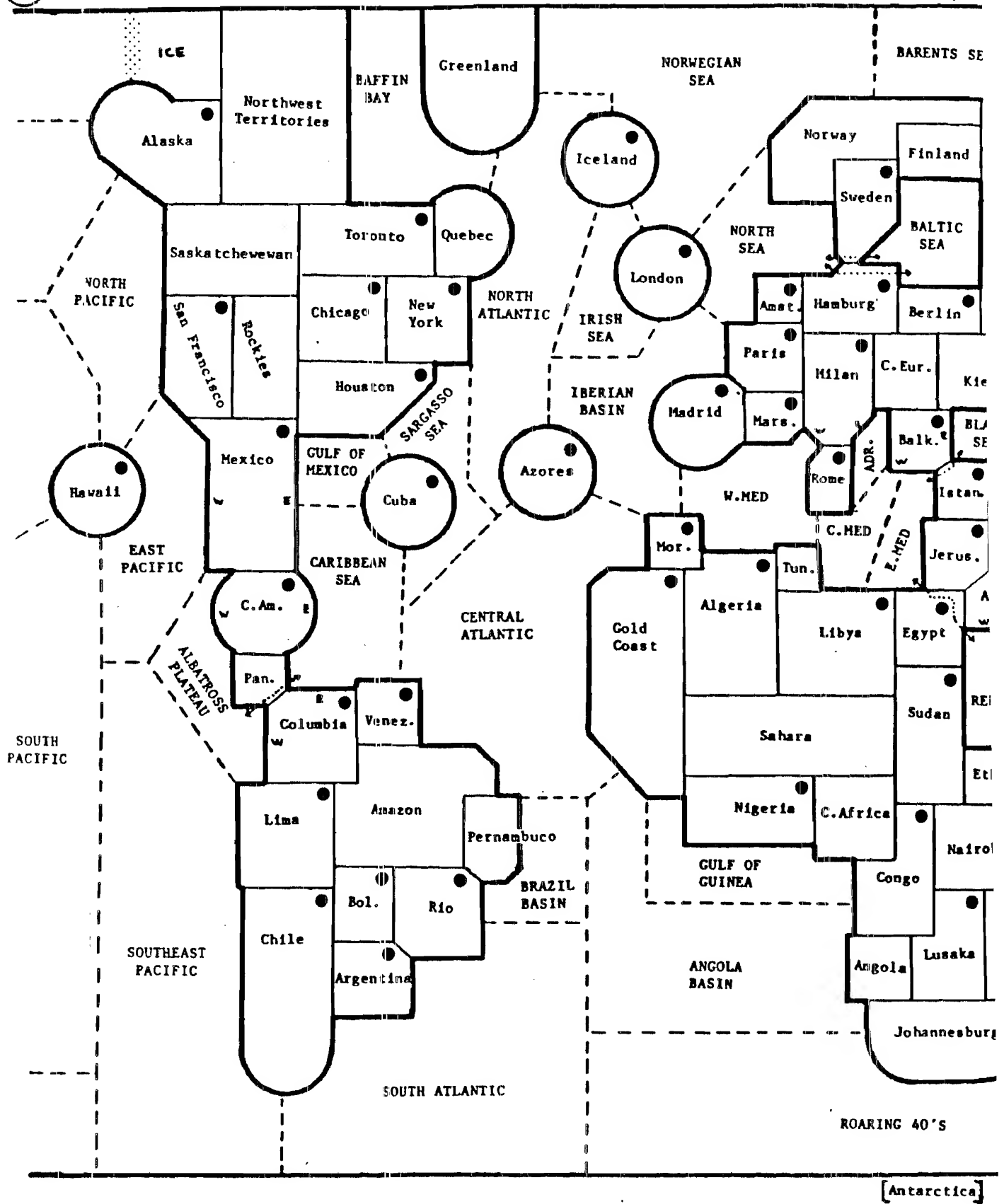
EXAMPLE 3:

ARB: [1] AF Pak-Del-Tib-Bei, [2] AF Del-Ben-Bur-Sha.

CHN: ([3a] AF Bei-Sha, [3b] AF Bei-Sha (d) ([4a] AF Cal h, [4b] AF Cal-Del), [5] AF BBen-Ben-Tib.

BBen=Bay of Bengal, Bei=Beijing, Ben=Bengal, Bur=Burma, Cal=Calcutta, Del=Delhi, Pak=Pakistan, Sha=Shanghai, Tib=Tibet.

Assume that the deployment paths are



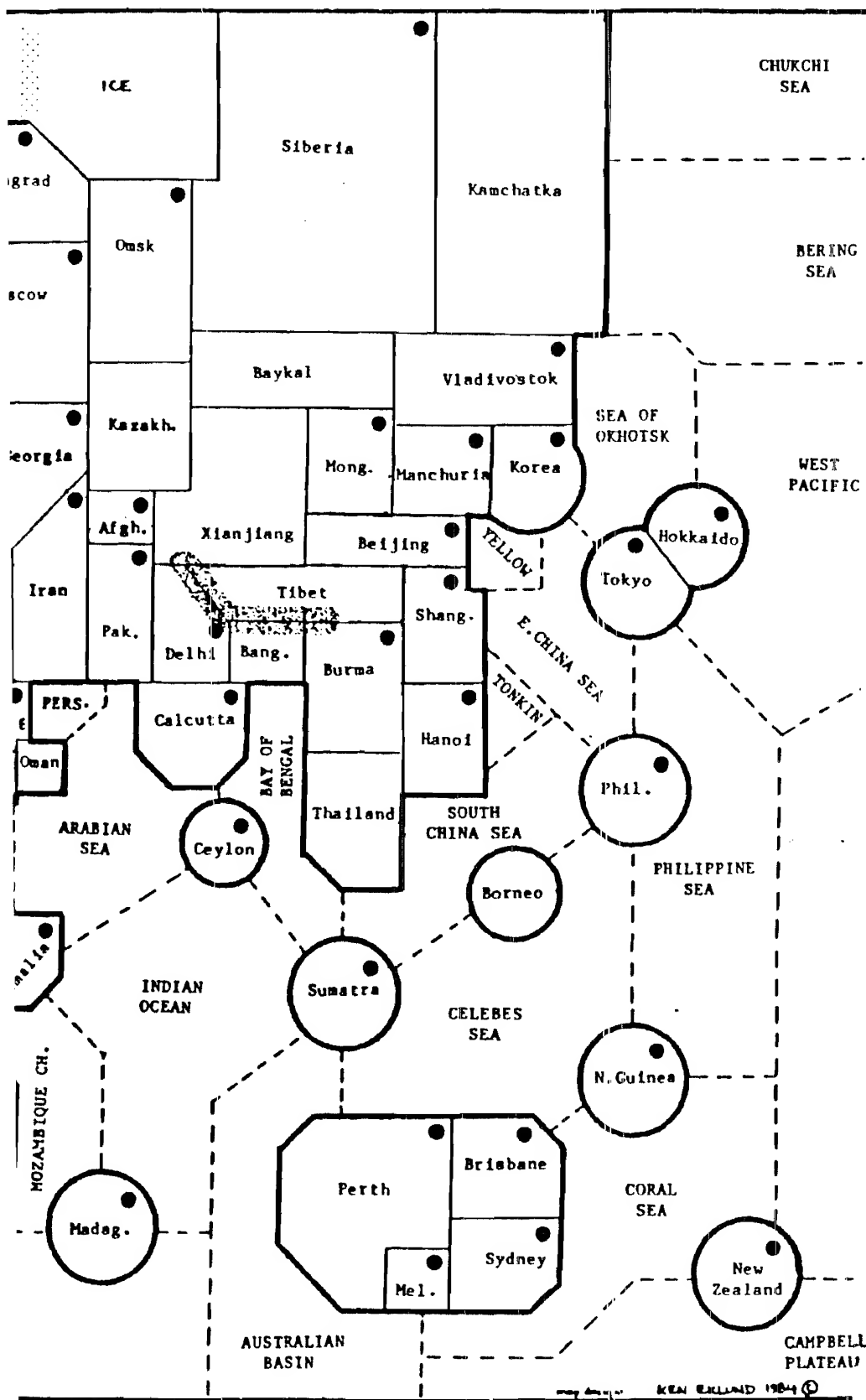
MAP FOR WORLD DIPLOMACY III

Abbreviations:

Adr.=Adriatic
 Afgh.=Afghanistan
 Amst.=Amsterdam
 Arm.=Armenia
 Balk.=Balkans
 Beng.=Bengal
 C.Am.=Central America
 C.Eur.=Central Europe
 Ethio.=Ethiopia
 Istan.=Istanbul
 Jerus.=Jerusalem
 Kazakh.=Kazakhstan
 Madag.=Madagascar
 Mars.=Marseilles
 Mel.=Melbourne
 Mong.=Mongolia
 Mor.=Morocco
 Pak.=Pakistan
 Pan.=Panama
 Per.=Persian Gulf
 Phil.=Philippines
 Tun.=Tunisia
 Venez.=Venezuela
 Yem.=Yemen

For key to map symbols, see rule 2 in text.

Map by:
Ken Eklund



World Diplomacy

supplied and that China orders [3a] and [4a]... then 3a blocks 2 and 3a succeeds because deployment cannot block regular movement; and 1 succeeds because Bei is vacated. (The AF forced to hold in Del does not block 1 because it is friendly.)

Now suppose that China orders [3b] and [4a]; then 2 and 3b block each other, so AF Bei holds, blocking 1.

If China orders [3a] and [4b], then 3a succeeds, blocking 2 & 4b; but 4b nevertheless blocks 1 along its deployment path, so that Bei remains open.

If China orders [3b] and [4b], then everything turns out the same except that AF Bei does not move.

(Note that 4b alone does not block 2; and 5 succeeds under every scenario, and has no effect on any of the other orders.)

It is generally best to resolve deployments first, to the extent that this is possible. The resolution of deployments depends upon the resolution of regular AF movement only in that the success of some deployments may depend upon whether an AF in the space of a destination leaves that space.

3.15. If the outcome of AF movement is ambiguous (because AFs are moving in a ring), then the outcome leading to the most AF movement prevails. (Hence 2 AFs can switch places if 1 of them is moving by deployment.)

3.16. Please note rule 2.3; Antarctica and Arctic Ocean (Ant & ArcO) may be used in computing deployments.

4. Bases.

4.1. When building new units, a player may build bases (abbr. B) instead of other units. A B can be built on any supply center which that player has owned for the 2 immediately preceding Fall seasons. Unlike regular units, bases do not need to be supported by supply centers after they are built. In other words, already-existing bases do not count as units for the purpose of calculating builds.

4.2. The purpose of Bs is to build units. A player cannot build in a B in the same year that he builds it, but in subsequent years he can build in the B as if it were a home supply center.

EXAMPLE 4:

Suppose that Australia grows by 2 supply centers in each of the first 3 years, including Sumatra in the first year. If it holds Sumatra through the 2nd year it can build a B there in the 2nd adjustment. It can build only 1 other unit that year, but can catch up in the 3rd year by building 3 units, and at that time can

build in Sumatra

4.3. Bases cannot move and have no military strength.

4.4. A B is always destroyed when another player captures the supply center, but cannot be destroyed any other way. A base is not destroyed by a hostile unit passing through it in the Spring.

5. Empires.

5.1. If a player captures all of the home (meaning, at the start of the game) supply centers of another player, then he can henceforth build on those centers as if they were his own home centers. This privilege ends when the original owner takes control of any one of them, or when any other player takes control of all of them.

5.2. Capturing all of a player's home supply centers does not imply the capture of his empire. If player A captures all of player B's home centers, and then loses all of his own home centers to player C, he can still build on player B's home centers.

6. Ending the game.

6.1. The game ends when (a) 1 player wins by capturing 39 of the 77 supply centers, or (b) all surviving players (players governing either any supply centers or any units) agree to concede to a single player, or (c) all surviving players agree to a draw. It should be decided in advance whether it is possible for a surviving player to concede his share in a draw.

6.2. It may be desirable to reward survival in the case of a single winner, or stronger positions in the case of a draw. One method is to use the following point system: 6.0 points are awarded to the winner or are divided equally among players sharing in a draw (these points are not awarded if 7 or 8 players share in a draw). In addition, 0.2 point is awarded for each supplycenter owned at the end of the game. If there is a single winner, then he receives all of the supply center points, including points for unowned supply centers.

7. Nuclear forces (optional rule).

7.1. Players can build nuclear forces (abbr. N) as an alternative to other units. One N counts the same as 1 A, F, or AF. Unlike As and Fs, Ns can be removed during adjustment even if no overall removal is required, allowing the building of new units of any type. It is not necessary to disband Ns to replace AFs lost through lack of supply, but if Ns are disbanded, then the additional builds created must first be used to replace AFs lost through lack of supply.

7.2. A N can coexist in the same space with any other Ns, an AF, and either an A or a F. Any combination of units can be built in a home center or base, so long as it does not lead to a violation of this rule.

7.3. Ns cannot move, and have no military strength except as described below.

7.4. Only operational Ns can receive orders. A N becomes operational 2 years after it is built, unless it is built by a player who at the time of building has or has previously had an operational N. In that case it becomes operational after 1 year.

7.5. An operational N can be ordered to attack one space anywhere on the board. It cannot attack spaces containing friendly units nor home supply centers of the attacking player (whether or not he currently owns them). E.g., "N Hou-Mos" orders 1 N in Houston to attack Moscow.

7.6. A nuclear attack cannot be blocked. It destroys any units that were in the attacked space at the start of the turn, and no unit can enter or deploy through that space during that turn, nor for the next 2 turns. If the space was a supply center, it ceases to be one for the rest of the game (it cannot supply units, does not count toward winning, does not give points at the game's end). The attacking N is destroyed and no longer counts as a "unit" during future adjustments (thus, the attacking player can build a new unit of any type, assuming he has sufficient supply center count) in place of the destroyed N).

7.7. Instead of attacking, an operational N can be ordered to target (abbr. T) a space anywhere on the board. E.g., "N Nyo T Len" orders a N in New York to target Leningrad. This order is secret (not exposed with the other orders), and has effect only in the special circumstances described below (rule 7.9).

7.8. A N is destroyed (i) when it attacks, or (ii) when a hostile A or F enters its space (even if it does not take control of the supply center), or (iii) when its space suffers a nuclear attack, or (iv) by AF attack. (iv) is accomplished through an order to attack nuclear force (abbr. GN), a 4th type of ground operation for AFs, subject to the same rules as other ground operations. E.g., "AF Par GN" orders an AF in Paris to destroy all Ns in Paris. If not blocked by dislodgement, this attack destroys all Ns in Paris, but does not block simultaneously ordered nuclear attacks.

7.9. If an operational N is destroyed by any of (ii) through (iv) in rule 7.8, then it can retaliate by attacking the space specified in its most recent T order (if any), which must then be revealed. Retaliation is not possible against

a space containing a friendly unit nor a home supply center of the retaliating player. Retaliations are conducted immediately after retreats and should be recorded secretly. Retaliation that destroys 1 or more Ns initiates another round of retaliation. A N has only 1 chance to retaliate, in the first round of retaliation after it is destroyed.

7.10. Reduction in the total number of supply centers because of the use of Ns does not reduce the 39-center total required for a sole winner. Under the point system no player receives points for destroyed supply centers.

7.11. If a player captures all of the undestroyed home centers of another player, he adds these centers to his empire as described in 5.1.

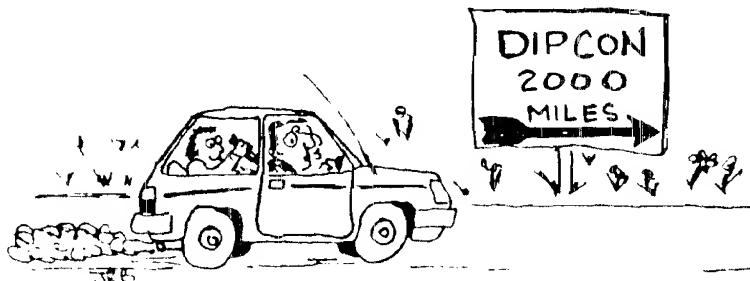
8. Miscellaneous.

In a face-to-face game the recommended time limits are 20 minutes for diplomacy and 5 minutes for recording orders. The game is likely to last 50% longer than Diplomacy. Procedures for replacing players should be decided at the start of the game. In a 7-player game (not recommended), eliminate Australia. My favorite color scheme is: ARB=Green, AUS=Orange or other, BAF=Black, CHN=Yellow, RUS=Red, SAM=L.Blue, USA=White, WER=D.Blue.

9. Final word.

"Nobody...can imagine without actual knowledge all the emptiness and quackery that passes for diplomacy." . . .Bismarck

[Mark notes that "World Diplomacy VI has been developed independently of other global variants and has been playtested extensively in both face-to-face and mail games. Ken Peel has assisted greatly, and I am grateful to many others for helpful suggestions. I welcome further comments!" Mark's address is 2430 Grosse Ave., Santa Rosa CA 95404.]



FINAL CONFLICT III

1983Ngf

GAMEMASTER: Tom Swider

COMMENTARY: Don Ditter

[Rules & map for the game appeared in DIPLOMACY WORLD #37.]

Spring 2103

YANKS NUKE PLENTY RUSSKIES IN QUEBEC;
ASIAN WAR HEATS UP!

AUSTRALIA (Marc Peters): f borneo-CHI-NA SEA, f new guinea-PHILIPPINES, f malay-sia-VIETNAM s by p BORNEO, f brisbane-JAVA, f n.e.indian-SUMATRA s by p PERTH, p BRIS-BANE-sumatra [see rule 6.A.1: not a friendly area].

BRAZIL (Bob Olsen): a BELEM-new york c by f M.W.ATLANTIC & f N.W.ATLANTIC, a amazonas-COLOMBIA s by p RIO DE JANEIRO, f RIO DE JANEIRO-argentina.

CHINA (Ken Peel): a sinkiang-INDIA s by a BURMA, a shanghai-CANTON, f japan-YEL-LOW SEA, f sumatra-BAY OF BENGAL.

PAN-ARAB LEAGUE (Mike Mazzer): f IBERIA-france(s.c.), f morocco-N.E.ATLANTIC, a SENEGAL-ivory coast s by p MOROCCO, a india-PAKISTAN, p SAUDI ARABIA s chl a sin-kiang-kazakhstan [nsol], a EGYPT-sudan s by a somalia (a somalia [d]), a SAUDI ARABIA s a somalia.

RUSSIA (Bern Sampson): a germany-ITALY, a hungary-BALKANS, a moscow-KURDISTAN, f england-FRANCE(NC) s by f NORWEGIAN S., f labrador sea-quebec [d], a quebec-chicago [d], a manchuria-MONGOLIA, a VLADIVOSTOK h, f SEA OF JAPAN h.

SOUTH AFRIA (Rick Young): f IVORY COAST-senegal s by f M.E.ATLANTIC, f S.E. ATLANTIC s f m.e.atlantic, a kenya-SOMALIA s by f N.W.INDIAN, p ZAIRE, & a SUDAN.

U.S.A. (Dave Anderson): n alaska-I-QUE-BEC, f NEW YORK-n.w.atlantic, f n.w.pacific-JAPAN, p hawaii-CENTRAL AMERICA, a colombia-argentina (r-otb), f ICELAND makes snowpersons.

Fall 2103

AUSSIES INVADE CHINA, RUSSKIES INVADE GREATER ARABIA, BRAZZIES INTERVENE IN OLD WORLD WARS & ALSO MOVE NORTH.

AUS.: f jav-MALAYSIA s by p PER, p bri-MALAYSIA, f m.w.p.-PHILIPPINES, f SUM-n.e.

indian, f vie-CANTON s by f CHI.S. & p BOR. Owns (9 centers): PER, ade, dar, BRI, SYD, MEL, NEZ, neg, phi, BOR, sum, MAL, VIE, CAN Income \$32-\$24 maintenance = \$8 to spend.

BRA.: a col-CENTRAL AMERICA, p rio-MATO GROSSO, f n.w.a.-N.E.ATLANTIC s by f M.W.A., f RIO h, a BEL h. Owns (5 cen.): AM-A, BEL, SAL, RIO, mat, bol, arg, COL, gui, cen, YEM. Inc. \$20-\$18 maint. = \$2 to spend.

CHI.: a can-vietnam [d] s by a BUR, f yel-SHANGHAI, f B.O.B.-n.e.indian, a ind-pak [r-otb]. Owns (1 cen.): SHA, sin, bur, PEK. Inc. \$5 +\$2 saved -\$9 maint. = \$2 owed (i.e., must remove 1).

P.A.L.: f IBE h, f sen h (r-otb) s by f n.-e.a. (r-otb), a EGY-sudan, a pak-INDIA s by p SAU, a SAU-somalia, p mor-SYRIA. Owns (6 cen.): IND, pak, TEH, SAU, syr, EGY, IBE, MOR, mau. Inc.\$21 +\$3 saved -\$18 maint. = \$6 to spend.

RUS.: a Ita-FRANCE, f fra(nc)-ENGLAND s by f NWG, a bal-TURKEY, a kur-BAGHDAD, a mon-KAZAKHSTAN, a vla-MANCHURIA, f s.-o.j.-JAPAN s by p KAM. Owns (10 cen.): JAP, MAN, kor, VLA, kam, sib, mon, OMS, kaz, MOS, ARK, pol, HUN, sca, QWE, ENG, GER, fra, Ita, bal, bur, kur, BAG. Inc. \$42 -\$27 maint. = \$15

S.AF.: a SOM-saudi arabia, a SUD-somalia s by f N.W.I., f m.e.a.-SENEGAL s by f IVO & p ZAI, f s.e.a.-M.E.ATLANTIC. Owns (7 cen.): CAP, NAM, bot, RHO, MOZ, ang, zam, ken, ZAI, SOM, sud, ivo, SEN, mad. Inc. \$28 -\$27 maint. = \$7 to spend.

U.S.A.: f new-N.W.ATLANTIC s by p cen [p cen r-otb], f ICE-norwegian s, f jap h [r-yel]. Owns (5 cen.): haw, ALA, ~~ALA~~, LOS, dal, MEX, neb, CHI, NEW, ice. Inc. \$19 -\$9 maint. = \$10 to spend.

Note: Still unowned: gre, alg, lib, nig, cha. Provinces marked /// are nuked & yield no income. Recovering W05: pek, sas, ven; in W06: que.

Winter 2103

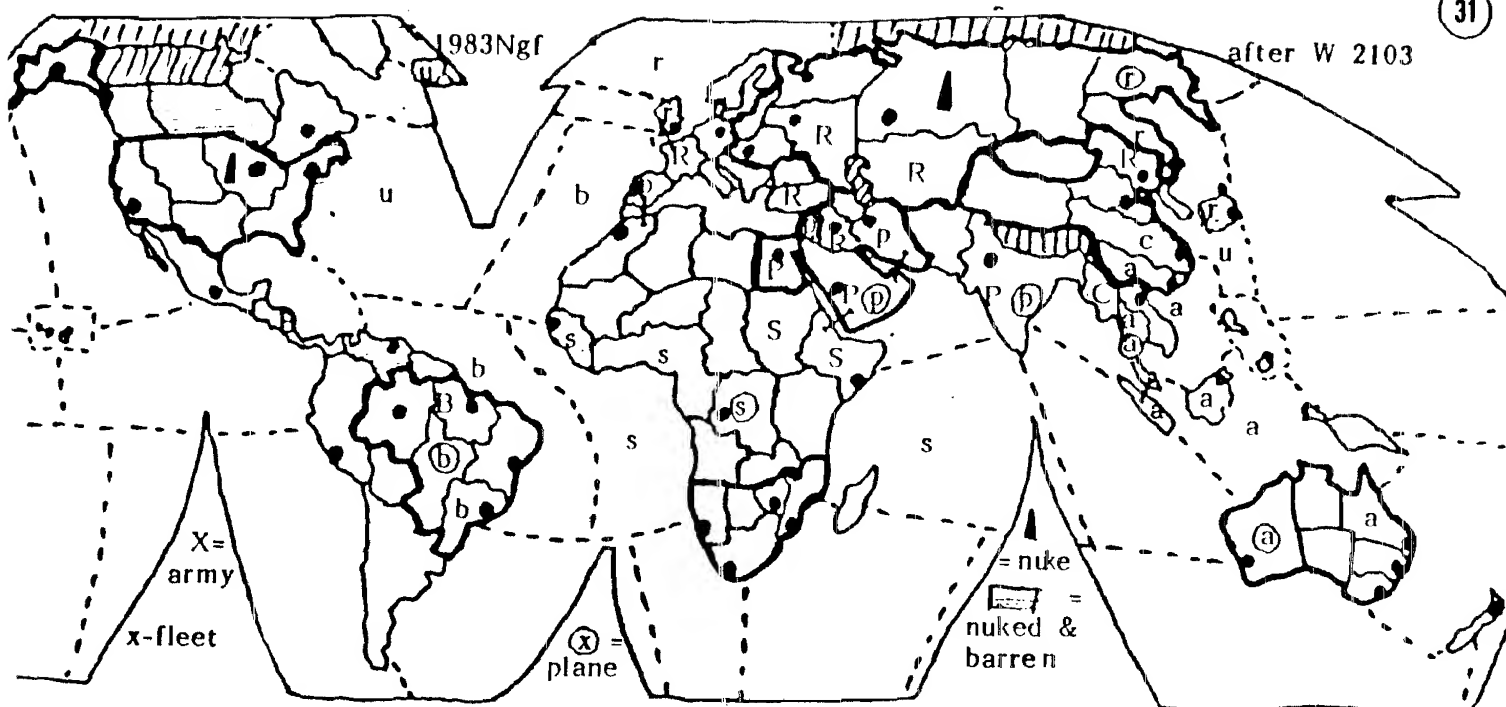
AUS: Build f BRISBANE; save \$5.

BRA.: Disb. a cen (illegal: rule 10.B); save \$2.

CHI: Disb. f bob; save \$1.

PAL: Build p INDIA, f TEHERAN.

RUS: Build n OMSK, f VLADIVOSTOK, a MOS-COW.



SAF: No builds received. Save \$8.
 USA: Build n CHICAGO; give SAF \$1.

COMMENTARY

If you compare Income in 2103 with 2102, you see that AUS & RUS were the winners, with +\$8 each; SAF was +\$6 and BRA was +\$4. USA lost the \$4 that BRA gained, while CHI & pal both lost \$10. CHI is definitely done for. He has failed to hold his alliance with RUS and AUS-RUS will squeeze him out in a hurry. PAL is in serious trouble and if he doesn't come to terms with RUS or SAF he will be decimated by a RUS-SAF pincers.

USA had the only nuke on the board, and used it in the Spring to annihilate 2 advanced RUS units. The launch to Quebec was predictable, considering the threatening RUS army; so RUS used poor tactics in allowing two units to be annihilated. F France had to be pulled back to England to cover for the lost F Labrador Sea. Better for RUS would have been f nwg-lce s by f lab, eliminating the USA fleet.

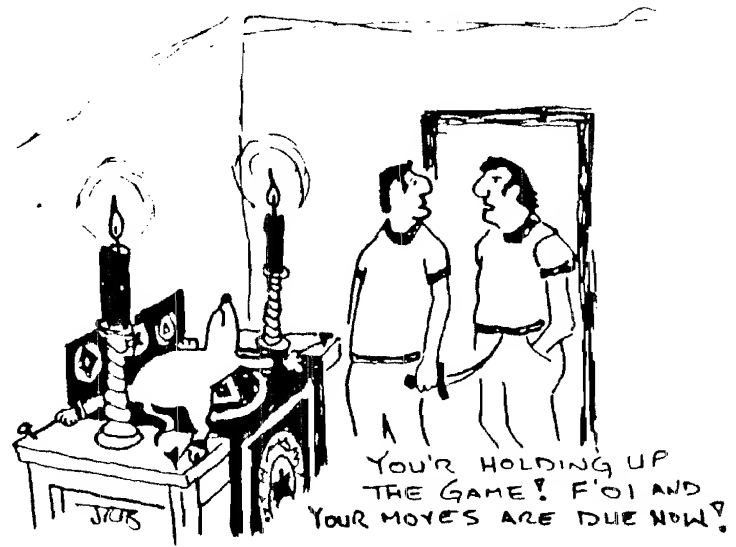
It appears that USA & BRA have resolved their differences. USA has realized that RUS, not BRA, was the major threat, and no doubt he regrets the attack on BRA. The build of a nuke in Chicago pretty much prevents a BRA stab and will probably be launched at RUS instead. (RUS's nuke will probably hit PAL, unless PAL agrees to puppet to RUS. Saudi Arabia looks like a good target, as it is sure to get two PAL units plus a PAL supply center.

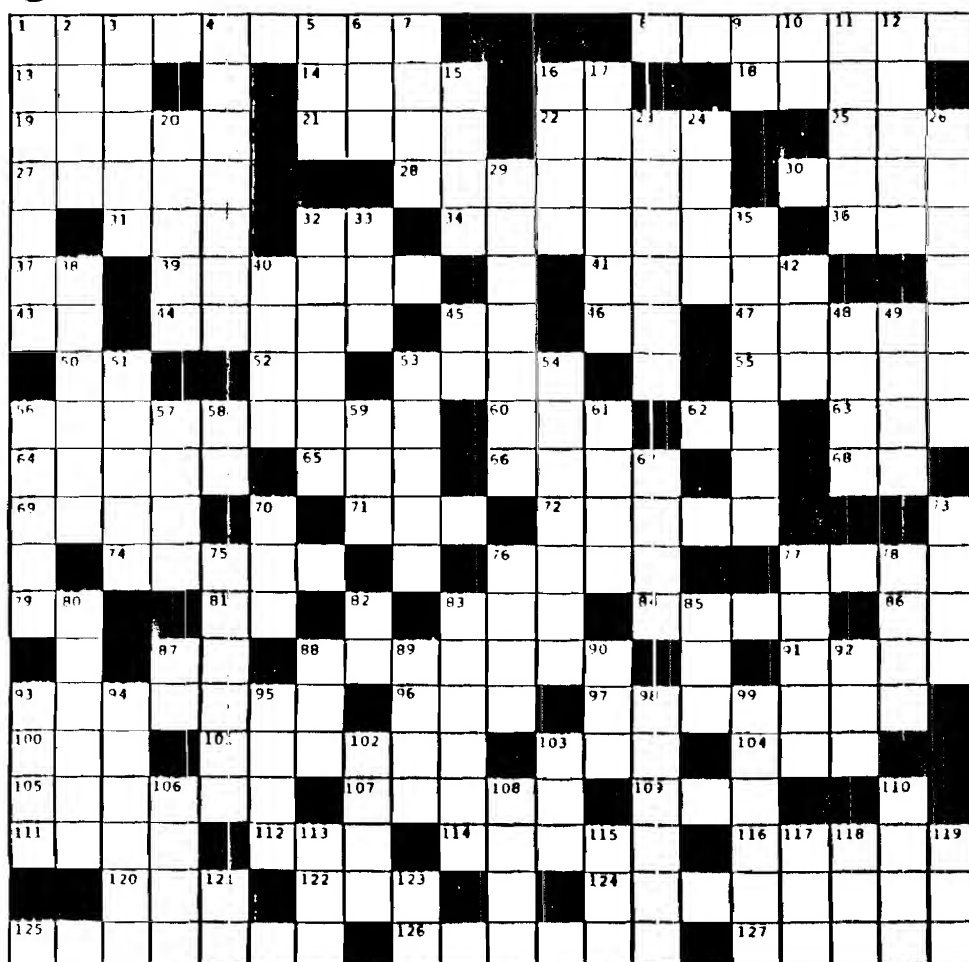
As of Winter 2103, Russia the most powerful, but appears to have no allies. SAF,

BRA, & USA seem to be working together, at least non-aggressively, while AUS appears to be going it alone (though both RUS & SAF are possible allies).

[Tom Swider, the GM, is also the designer of F.C.III and can be contacted at P.O. Box 1324, SUNY, Binghamton NY 13901. This variant (and its predecessors) are widely played postally.

[Don Ditter is a former Boardman Number Custodian and a highly-rated player of the regular game. He is playing in D.W.'s current Demonstration Game.]





DIPLOMACY W CROSS R D #3

by George Graessle

(with major fiddling and
retrofitting by
Rod Walker)

The puzzle is definitely George's. Only the clues have been changed to make the result difficulty-enhanced. Many of the clues are "cryptic", a sort of thing you see a lot in **NO FIXED ADDRESS** (edited by Steve Hutton, who seems to enjoy this sort of verbal torture). The "cryptic" clues are marked by a *--although maybe some of you will regard many of the non-"cryptic" clues fairly cryptic. We try to keep 'em nasty (there's a prize involved, you know).

A "cryptic" clue provides two clues to the word. Of the possible types, we use 3:

(1) 2 different definitions of the same word; (2) a definition of the word + a definition of a word that sounds like it; and (3) a definition of the word + a definition of an anagram of that word. The 2 definitions are always strung together to form a single sentence. Clues of type 2 will contain some reference to sound; clues of type 3 will contain some reference to mixing, confusion, or turning around.

Many of the words in the puzzle are in fact the names or 3-letter abbreviations for Diplomacy spaces. Only the key word of a name with more than one word is used; thus, "Ionian Sea" would appear as "Ionian" or "Ion" in the puzzle.

Prize: Oh, we said there would be one, didn't we? OK. . .the prize is a year's subscription to **DIPLOMACY WORLD**, to be awarded only in the event of a completely correct solution to this puzzle. If more than one is received, we will have a drawing. If no correct solution is sent in, the most nearly correct (# of words) solution will win a prize: a 1-issue extension for each 25% of the puzzle solved. Only one prize will be awarded, but even a partial solution may win if nobody gets it all right (and we're hoping this one isn't easy).

Deadline for receipt of solutions: 15 July 1985. Mail to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Solution printed next issue--or provided upon request (after 15 July) accompanied by stamped self-addressed envelope.

ACROSS

1. George Barr McCutcheon's creation grows in Brooklyn.
8. It came from Sandy Ego (remember?)
13. The Emperor of this is also an "Apostolic King" (abbr.).
14. What a Scot becomes, they say, when he's na' thrrrrrrrrrrrrrrifty.
- 16.*We hear a famous cow stands for small letters.
18. "Lord thy most pointed pleasure take/And my spirit broad awake." ...Robert Lewis Stevenson (did he play Diplomacy?).
19. "Thank God for peace, when the great gray _____ comes in." ...Guy Carryl.

(across)

21. Capital of Västernorrland.
22. Canterbury's great rival.
25. If Italy's first orders come from "The Vatican", who (presumably) is writing them?
- 27.*A rhyme for my lawn is rather gross and stupid.
28. Calhoun could have called it "Courland", but instead it's _____.
- 30.*Mix up a pot of meat, potatoes, carrots, & such and send it to Greeley's young man.
- 31.*Young King Cole is where the great wartime convoys were.
- 32.*Air Force audio frequency (abbr.)
34. "That one may smile, and smile, and be a villain;/At least I'm sure it may be so in _____."
- 36.*An Egyptian god is put in position.
- 37.*The New Testament's all around the Murchison Range. (abbr.)
39. "When a man is tired of _____, he is tired of life." ...Samuel Johnson
- 41.*We hear a great deal to parcel out.
43. Legendary founder of the Hsia Dynasty.
44. One of the original 3 Muses.
45. In Diplomacy, what Memphis is best known for (Initials).
46. If you got #37, you got this.
- 47.*An ancient city gives us upset feelings or dispositions.
- 50.*The reply paid the relief pitcher (abbr.)
- 51.*Tutankhamon's successor is a sloth!
- 53.*A glutinous substance has any magnitude or dimension.
- 55.*Half the United Arab Republic confused Arafat.
56. Jellicoe vs. Scheer (location).
- 60.*An Austrian river is known for having no room.
- 62.*In brief, pick up some Plutonium.
63. In the Infantry, one's "serial number" used to be called: _____ (Initials).
- 64.*Pincers, singularly broken, are a danger.
65. Dipsters have a different name for Midlothian.
- 66.*The warped Danish composer lived many years.
68. Small word that gets even smaller if you double the last letter.
69. An eye in the Hebrew alphabet.
71. "I am not a Marxist," said Skelton, "and I blush to hear such a herring."
- 72.*An old-time doctor is definitely a blood-sucker.
74. Gilbert & Sullivan and the King of Italy had this in common.
76. Donatien Alphonse François Comte de _____.

77. Mr. Bailey was called home, but as the waiter requested payment, a bird pecked at him. He considered filing a complaint, but instead he just pulled at the visor of his cap and got a dollar out of his wallet.
79. The second part of Hitchcock's famous direction.
81. And God said to Moses, "That's my real name, but you can call me ' ' ' for short."
83. Every Diplomacy player wants this, even if the Rulebook doesn't mention it.
- 84.*Categorically repudiate a twisted measurement of acceleration.
86. Lenin was born Vladimir _____. (initials)
- 87.*Dorothy's aunt turns into an objective first person.
88. Battle of _____ (22-26 September 1914).
91. "And I forgot in Camelot/The man I loved in _____." ...Edna St. Vincent Millay.
93. What King Zog lost.
- 96.*Scandinavian coin is what they say gets the boat rowed.
97. Once ruled by Antanas Smetona.
100. Little Russia.
101. "You are speaking before a man to whom all _____ is known." ...J. B. Molière
- 103.*One thing a lumberjack always uses is an old proverb.
- 105.*Khan to gamble haphazardly for a quick brew at 4p.m.
- 107.*"O, had I reversed that loyal ghola of Herbert's?"
109. S02 objective of the Lepanto Opening.
- 111.*Killer whale mangled Mrs. Dithers!
- 112.*A poem confuses a deer.
114. MacBeth's sisters.
- 116.*The best way to tan your bod, hit-or-miss, is a warm city.
120. The H in Athens!
- 122.*A confused Pentagon is strange indeed!
- 124.*A ritual says Abraham's wife is rich.
125. "There's no news in Truth and no truth in News" makes better sense in _____.
126. Major-General Stanley, Annie Rooney, and Dorothy Gale, for instance.
- 127.*Making merry in old Tallinn.

DOWN

1. The wintery lion's lioness came from here.
2. Sometime hom of Beethoven & Krupp.
- 4.*A shampoo maker comes from back-talk in just a moment.
5. Eastern half of the Parthenopian Republic.
- 6.*The temperance demon is in the Balkans.
- 7.*Fond of, in a mixed-up way, a bearer of ships.
- 9.*Spanish is a heavy element.

- 10.*It's high tide for the original buck-stopper (abbr.)
- 11.*A low-lying, often wet, stretch of land is confused for a mountainous country.
12. As Han Solo said to Obe-wan Kenobe, "Obe see that fat guy?" "No, I missed him; how fat was he?" "I already told you."
- 15.*Dry, now and then, as a sudden attack.
- 16.*Merely well-stirred gave its name to cook-with onions.
17. What Russia is, if he can trick Turkey out of his capital (2 words).
- 20.*David sang in and out of trees.
23. Commercial center of main city, 29 across.
- 24.*You need only confuse a bird to make it a real Marxist.
- 26.*Piece of furniture takes Second Rome by storm!
29. Province lost to Austria before 1901 (native name).
- 32.*To esteem a commercial by a muddy bog.
33. Fear of passwords: friendor---bia.
- 35.*A Hungarian patriot killed a Czech composer with a gun: how confused!
- 38*Take a winding cut in the road to Florida's West and get a wicked witch!
- 40.*One of Handel's contemporaries is upset: he's not very far away.
- 42.*A 9-inch poodle will engage in flirtation.
- 45.*In Munich, an egg is required after C.
48. Six possible types exist in Diplomacy.
- 49.*Sounds like it had been a river in western Europe.
51. "When good Americans die, they go to ____." ...Oscar Wilde.
53. She goes on strips of wood.
- 54*Add Lovecraft's sinister abbey, stir well, and get a wicked witch.
- 56*Aches, taken in the right order, tell us where the Higginsian rain falls.
57. Starred in "Trapeze" and "Solomon & Sheba" (first name).
- 58.*The (Spanish) railway.
59. The Republic of Ragusa was bordered mostly by this.
- 61.*To work bread sounds like a necessity.
- 67.*Document an action.
70. It may not be a grand 'zine, as Walker says, but it sure is Grande (initials).
- 73.*What the wind did sounds very sad.
75. The sausage served at Schonbrunn--must be!
- 76.*Stand up, but not in order, for the lord of the castle!
- 77.*It's an auto-da-fe, we hear, for the Queen of Italy (by mail, anyway).
- 78.*The Postal Service is confused as to which is South America's "City of the Kings".

- 80.*One of the second Nine in Lord of the Rings was an Old English peddler.
- 82.*A transcendental number can be made in the oven, we hear.
83. The Duchy of Masovia is now a supply center.
- 85.*Mix a hot drink and then chew it.
- 87.*My personal "be" turns into a Bell.
88. This sort of writing fits right in with energy, an orange seed, father, and a young dog.
- 89.*Scrambling the cipher, he found the name of a female student.
- 90.*Moreover, yes!
92. Something Capt. Ahab, J.R. Ewing, and Popeye all have an interest in, one way or another.
93. First part of what you can ride in and get burned in.
- 94.*Confused by his wound, which had partially healed again, he decided his dentist needed English suspenders.
95. With "Clink the cannican, clink", this Shakespearean character may have tossed off the world's first limerick.
98. What Oscar II had in 1901.
- 99.*Wandering around each floor of the building was a bivalve.
- 102.*The German song told a falsehood.
103. Along with 102 Down, title of a Dipzine (2 words).
- 106.*You're crazy or they're blind.
- 108.*To refrain from assistance.
110. The only way to abbreviate this publication
- 113.*Quilchote put on his armor.
- 115.*His master's voice wrecked an automobile.
- 117.*Any bean or pea would gladly give up a leg to become a Swedish river.
- 118.*The beginning Dipper found he had no ice right around Thanksgiving.
119. The first part of a word for a part of any word (for my part, you have my word on it).
121. The clue to 51 across was so good, we decided to use it again here.
- 123.*You can mix up too much of a drug for half a long-dead bird.

[George Graessle is a relatively new member of the hobby who lives in New Jersey. He has been known to type his own phone number backwards. He is also joining the D.W. editorial team. Surprise, George!]

[Most of the clues are not George's fault. Just the really nasty ones that you just hate. So send all letter bombs and kidnapping threats to him. Rod Walker is totally innocent; got that?]

THE MARCO & CARUSO POLLS

35

Two polls founded by Mark Larzelere and John Caruso have now been combined into a single 5-part poll being run by Dan Stafford (58 W. 9th, Apt. E, Columbus OH 43201). Both polls were conducted at the same time, anyway, so combining them was a good idea. The polls ask voters to rate their favorite: 'Zine, Subzine, GM, Player, and Writer. Results for the voting were computed by points: in the first 3 categories, 3 points for 1st place, 2 for 2nd, 1 for 3rd; in the last 2 categories, 5 for 1st, 4 for 2nd, and so on. The resulting lists are quite extensive; here we'll include everyone that got at least 10 points.

In the poll results below, columns are: [1] Rank, [2] Points, [3] Number of Mentions, [4] Number of 1st Place Votes, [5] Rank Last Year, [6] Name.

'ZINE POLL

1. 42 19 7 1 *EUROPA EXPRESS*
2. 28 13 5 10 *MAGUS*
3. 26 11 6 14 *NORTH SEALTH, WEST GEORGE*
4. 25 12 5 3 *WHITESTONIA/KK*
5. 20 9 4 2 *VOICE OF DOOM*
6. 18 7 4 8 *THIRTY MILES OF BAD ROAD*
7. 14 7 2 4 *DIPLOMACY WORLD*
8. 13 6 3 26 *POLITESSE*
9. 10 5 1 51 *PERELANDRA*
10. 5 0 17 *THE PRINCE*

SUBZINE POLL

1. 47 18 12 5 *Fiat Bellum*
2. 26 10 7 2 *Kathy's Korner*
3. 24 10 5 4 *Humboldt*
4. 17 9 2 9 *Strange Doings*
5. 15 7 4 - *Foot-in-Mouth*
- 15 7 3 - *Sex Appeal*
- 15 7 2 1 *Mos Eisley Spaceport*
8. 14 7 2 6 *Benzene*
9. 13 8 1 3 *Expletive Deleted*
- 13 7 1 - *Hare of the Dog*
- 13 5 3 1 *Fnord*

GAMESMASTER POLL

1. 29 13 5 4 *Jim Meinel*
2. 25 14 4 1 *Gary Coughlan*
3. 18 7 5 11 *Mark Luedi*
4. 15 5 5 2 *Andy Lischett*
5. 12 7 1 45 *Russ Rusnak*
- 12 5 3 26 *Steve Heinowski*
7. 11 6 2 20 *Dave Carter*
8. 10 7 0 18 *Steve Langley*
- 10 4 2 7 *John Daly*

PLAYER POLL

1. 104 26 11 1 *Kathy Byrne*
2. 38 9 3 2 *Dan Stafford*

3. 36 10 3 - *Mark Frueh*
4. 28 10 1 6 *Paul Rauterberg*
5. 21 7 1 - *Stephen Wilcox*
- 21 5 3 5 *Randolph Smyth*
7. 17 8 1 8 *Jim Meinel*
8. 15 4 2 - *Marc Peters*
9. 14 3 2 - *Ed Menders*
10. 13 3 1 - *Nelson Heintzman*
11. 12 4 0 - *Melinda Ann Holley*
- 12 4 0 - *Evans Givan*
- 12 3 2 14 *Bob Olsen*
14. 11 4 1 - *Matt Fleming*
- 11 4 0 7 *Mike Mazzer*
- 11 3 1 9 *Blair Cusack*
17. 10 3 1 - *Keith Sherwood*
- 10 2 2 16 *Al Pearson*
- 10 2 2 - *Gregg Ellis*

WRITER POLL

1. 95 23 11 1 *Bob Olsen*
2. 41 11 3 10 *Ed Wrobel*
3. 33 12 0 4 *Kathy Byrne*
4. 30 9 4 - *Steve Langley*
- 30 8 2 - *Don Williams*
- 30 7 3 3 *Rod Walker*
7. 27 8 3 5 *Mark Berch*
8. 24 7 1 15 *Steve Hutton*
9. 22 11 1 9 *Terry Tallman*
10. 20 6 1 - *Ken Peel*
- 20 6 0 - *Pete Gaughan*
12. 18 7 0 - *Bruce Linsey*
- 18 6 2 - *Mark Luedi*
14. 16 5 0 - *Steve Knight*
15. 15 5 0 2 *Gary Coughlan*
- 15 3 3 - *Kevin Tighe*
17. 13 4 1 - *Mark Larzelere*
18. 10 3 1 7 *Dick Martin*
- 10 3 1 - *John Caruso*

THE 1984 TEXAS BULL

Results of the 1984 Texax Diplomacy Players' Survey were recently released. Texax Dip players voted as follows:

Best Texax 'Zine: *LONE STAR DIPLOMAT*
 Best Other 'Zine: *DIPLOMACY WORLD*
 Best Variant: *Gunboat Diplomacy*
 Best Player: *Stephen Wilcox*
 Best Loser: *Bob Olsen*
 Best Ally: *Ray Chandler*
 Best Liar: *Bill Quinn*
 Worst Enemy: *Whitt Pond*

Complete TEXAS BULL results can be obtained from: J.R. Baker, 3100 N. Meadow Ln., Dickinson TX 77539

THE D.W. DEMO GAME

GAMESMASTER: Rod Walker

COMMENTATOR: Eric Verheiden

[This game began in DW 34. See that issue for player list & info on the notation used (this was modified in 1903...see DW 36.)]

Spring 1906

FANTASTIC, GIGANTIC, WONDERFUL BATTLE OVER ITALY SHAPES UP AS BIR-SAURON AND KENDTER-MORIARTY SQUARE OFF. NOOSE TIGHTENS ABOUT NECK OF SULTAN BERÇ. RUSSIAN PEACE-KEEPING FORCE IN OSLO TOTALLY ANNIHILATED BY MINIONS OF FU MAN DITTER. AND NOW IT'S THE FROG NAVY THAT'S ACTING CURIOUSLY....

AUSTRIA-MORDOR (Edi Birsan): f trl-ALB, a gal-BOH s by a TRL, a VEN-rom s by a APU, a ROM-nap s by f ION, f ADR s f lon, f con-AEG, a BUL-con.

ENGLAND (Don Ditter): a den-SWE, f stp(nc)-NWY s, by f NTH & f NRG, a BER-lvn c by f BAL, f swe-FIN, a RUH h.

FRANCE¹ (Lee Kendter): a mar-PIE s by f LYO, f wes-MID, a TUS-rom, a MUN & a BUR s a sil, f TUN-ion, f THN-nap, a SIL s eng a ber-pru [nso].

RUSSIA (Konrad Baumeister): a sev-ARM, a nwy-stp [d], a WAR-lvn, a rum-GAL, f BLA s aus a bul-con.

TURKEY (Mark Berch): f SMY-con s by f ANK.

Fall 1906

HOO-HAH!! FROGS GRAB OFF TWO LIMEY CENTERS AND MAKE GRAND NAVAL ENTRANCE INTO HOME WATERS. NO, WE DON'T KNOW WHAT IT MEANS, EITHER. IT LOOKS LIKE A STAB, IT SMELLS LIKE A STAB, AND IF EDI BIRSAN HAD DONE IT. . . . AS IT IS, THE WORLD LOOKS ON WITH BATED BREATH. MEANWHILE, NOTHING MUCH ELSE HAPPENS. TURKEY IS STILL HANGING IN THERE, BUT WITH ROPE BURNS. . . .

AUSTRIA-MORDOR: f ALB-ion s by f AEG, a BOH-mun, a TRL-ven s by f ADR, a VEN-tus s by a ROM, a APU s a rom, f lon-NAP, a bul-CON. Owns: bud, tri, vie, gre, ser, bul, con, nap, ven, rom (10). No change.

ENGLAND: a swe-FIN, f NTH [h], f NRG h, a ber-PRU s by f BAL, f fin-STP(SC) s by f NWY, a RUH s fre a mun. Owns: edi, lpl, lon, ~~ber~~, swe, den, stp, ~~ber~~, nwy (7). Disband 1.

FRANCE: a PIE-ven, f LYO-thn, f mid-NAT, a bur-BEL, f TUN-ion, f THN-rom s by a TUS, a sil-BER s by a MUN. Owns: bre, mar, par, por, spa, hol, kie, mun, tun, bel, ber (11). Build 2.

RUSSIA: a ARM-smy, a gal-SIL s by a WAR, f BLA s aus a bul-con. Owns: mos, sev, war, rum, ~~hwy~~ (4). No change (1 [d] S06).

TURKEY: f SMY-aeg, f ANK-con. Owns: ank, con (2). No change.

Winter 1906

HEY, FROGGIE!! IS THAT A FRIENDLY TWANGER YOU JUST DONE PLUNKED IN BREST??

ENGLAND: Disband f nrg.

FRANCE: Build f BRE, a PAR.

[In S06, an AEFR draw was proposed; it was defeated in F06 by a vote of Y1-N2-NVR (=N)2. In F06 two draws (AEFR, AFR) were proposed. They were both defeated in W06 by votes of Y1-N0-NVR4. In W06, 4 draws were proposed: AEFR, ET (for alien play), AEFR with honorable mention to G, AFR with dishonorable mention to E. (Note: the 2nd and 4th of these would, if passed, be illegal under the GM's houserules.)]

COMMENTARY:

Well, I predicted a possible English stab of France and, lo and behold, France stabs England! To be a little more fair to myself, the telegraphinc move (f wes-mid) occurred in Spring 1906. Nonetheless, on the face of it, the move seems a bit unexpected. France already owns Kiel, Munich, and Holland, limiting practical potential gains to Belgium, Kiel, Berlin, and (at least temporarily) Liverpool. In the meantime, the Austro-Russian combine is still menacing Munich and points north, while an uneasy stalemate holds in Italy.

So what is Kendter up to? Does he have a game plan for ultimate victory? It seems a bit far-fetched. Six of Ditter's centers seem fairly solid (Edinburgh, London, Norway, Sweden, Denmark, and St.Petersburg). Kendter certainly won't be able to make much progress with 2-3 fleets to devote to the fight, about all he can come up with without losing at least Tunis to Birsan. Under these circumstances, an absolute maximum of 17 centers is all Kendter could hope to get if Ditter's England went into civil disorder. So scratch strategic victory.

very bad," Walkoff observed. At that moment, owls began to hoot mournfully in the eaves; a falling star was observed and a meteorite decapitated the heroic statue (outside St. Peter's) of Pope Katya astride a ferocious Merino sheep; a dead sparrow fell to the pavement; a mouse was seen chasing a cat; and from the clouds a mighty voice cried out, "Many, many tickle a parsnip!"

D'Arte sighed. "It's going to be one of those days, isn't it?"

Just then their eardrums were blazed by the dulcet tones of Pope Katya's voice, muffled only by several floors of solid brick masonry. "Aaaaauuuurrrrrghghghgh!! We'll rip his eyes out!" (And here we will spare you, gentle reader, the further unladylike epithets which assaulted the early morning air as Walkoff and d'Arte race down to the Throne Room to see what has so upset Her Holiness. Several flights of stairs, twisting hallways, and secret passages later, they got to the High Holy Throne Room. By this time, even their smuggled high-density earplugs weren't helping much.)

"Shell shock," observed Walkoff as they pushed past various guards and courtiers lying sprawled about the High Holy Throne Room, all with hands pressed over their ears. By the Papal Throne itself stood Pope Katya Byrnini, her eyes popping almost an inch from their sockets and her voice (mercifully) now tending toward a laryngitical whisper. Her Holiness was clad, as usual, in white leather robes with knotted fringes and a high collar rising above the top of Her tiara. The white High Holy Bullwhip (with which she usually snapped the Court into a state of servile cheerfulness) hung limply from one gloved hand. The floor about Her booted feet was littered with shredded scraps of parchment. Nearby in huddled heaps lay two members of the Papal Court: Air Admiral Giovanni Boardmano and High Holy Sycophant Frogbert the Sackson.

"Holiness," ventured Count Vissi, "what seems to be the problem?"

"Problem?" rasped the Pope. "Problem? Ha! We'll rip his liver out! We'll roast him over slow fires! We'll. . ."

D'Arte persisted. "But who? Who is this rip-roasted person, Katya?"

The Pope clicked Her switch-blade fingernails back into place, and then made a sweeping gesture toward the floor, indicating the incredibly atomized bits of parchment. "Do you see that? It's a proclamation from Bir-Sauron. It says he has dispensed with Us. . .Us, his most loyal servant in this flea-bitten ex-country! It further says that We are to be replaced with

that maggoty excuse for an exile, that pimple, that excrescence..." (at this point Air Admiral Boardmano seemed to take notice of the conversation) "that...that...oooooooh, We can't bring Ourselves to say it." Using one of Her spurs, the Pope rather ungently goaded Frogbert the H.H. Sycophant into a state more closely resembling life (something Frogbert was never much good at imitating).

The H.H. Sycophant cleared his throat and pronounced, "The Most Omnipotent Bir-Sauron has decreed that the new Pope is to be...."

"Don't you dare say that name!" the Pope managed to scream, despite the desperate condition of Her throat.

"Never mind," Walkoff said. "I can guess --can't you, Vissi?"

Count d'Arte's eyes widened with horror. "Y--y--you mean. . .?"

"Yes, Vissi; the new Pope appointed by The Bir-Sauron must be none other than. . ."

ROME (1 May 1906): The coronation of Brutus, Cardinal Linzi-Woolzi as Pope Mammon III proved to be rather an unfestive event in the normally festive Eternal City. For one thing, the continual howling of French wolves and the raucous drinking songs of French orcs, outside the city gates, were very depressing. For another, the new Holy Father proceeded to deliver a homily some 6 hours in length and to distribute His own 378-page version of the Ten Commandments. In addition, His Holiness insisted that all members of the Holy Court attend a Festal Mass by the new Holy Court Composer, Marco Bercini. A later review of the work by George Bernard Shaw noted, "This thing is not only longer than any opera Wagner ever wrote or thought of writing, it is also immensely argumentative. It is the only Mass I have ever heard in which half the words are spelt wrongly and has footnotes which are sung by a chorus of castrati and defrocked lawyers. Even P.D.Q. Bach is a genius by comparison. I am reliably informed that the only lively moment at the work's premiere came when ex-Pope Katya tried to rip out Bercini's liver (but only got his appendix, all 922 pages of it). Although concert performances are forbidden in England by an Order in Council, this reviewer can recommend the piano score as a better specific for insomnia than laudanum in hot milk."

ROME (31 October 1906): Despite the usual wolf-howling, orc-gibbering, witch-screaming, and other noises from the besieging army of Kendt-Saruman of France, the All Hallows'

Eve Ball at the Vatican was merry enough. His Holiness, Mammon III, had introduced the festivities with a little 3-hour speech, and now the orchestra was playing delicate little 45-minute waltzes by Court Composer Bercini, and in between them little choral tableaux proving that Pope Mammon couldn't be more than 90% as bad as the editorials are saying in such well-known papers as the Pietrablanca di Afflusante and the Tiberine Slug. These cheery proceedings were further enlivened by the sounds, outside, of Enemies of the State being dipped in vats of boiling cheese and being force-fed oysters harvested just the preceding August. As all this was going on, Cardinal Walkoff and Count Vissarion d'Arte were huddled in earnest conversation near the punchbowl (by now, mercifully, about 199 proof). Their discussion of various possible escape routes from the Eternal City was interrupted by Walkoff's sudden interjection: "Vlss! Did you see that cowed figure that just slipped out?"

"No. Who was it?"

"Well, I couldn't be sure, but just for a moment the cowl slipped back and I believe I saw the face of the former head of the Inquisition, Cardinal von Hochfeld!"

"Iron Wilhelm? Impossible. Pope Mammon had him executed or he drowned at sea or ate toadstools or something."

"There are plenty of rumors, but nobody actually saw the body, you know. I say it's von Hochfeld in the flesh, and he's up to no good."

"Well, those brown robes did look familiar"

"They sure did. We're going to have to keep a close watch. Maybe we'd better warn ex-Pope Katya, too. Let's take the secret passage to her cell. She'll know how to deal with him. . . ."

"She will?"

"She once was able to stop him from making Metternich a saint. . . ." At this point the two disappeared behind an arras (left over from an old production of Hamlet, of course). What can possibly now be in store? What is Cardinal von Hochfeld up to (if he is indeed up at all)? Will the evil ruler of France manage to wrest the Eternal City from the evil ruler of Austria? Will it really matter? Stay tuned for the next issue and the further improbabilities of The Seige of Rome.

I read the message with much amusement. Bob's Dippy experience was adequate but not that extensive. His message struck me in the same way a doctor might react when one of his patients would say, "I think I'll take up brain surgery...could you tell me just what I'll have to do to get started?" I wasn't even sure that I could answer his question. About a week later, before I had a chance to outline the problems that would have to be addressed, Bob dropped a message in my electronic mail box: "The adjudication program is finished. Give me your address and I will mail you a copy."

Now what would you think? Right..."oh, great; here goes nothing. I'll bet it can't even handle F Lon-Pic." So a week later I had the program in hand.

I was AMAZED. Not only did it work, it worked well! It was more user friendly than I would have expected. (It is even more so now that it has been updated from suggestions.) It wasn't making any errors. I purposely tried to bomb the program with impossible moves and fleet problems. In short, it worked like a charm! I immediately set up the games in TAD on the system and have been using the program ever since. In 5 games, it made only 1 minor error, which was quickly corrected in the program. Bob had done a superior job.

I have no need to set up the games physically any more. I just load the orders into the computer (via a textfile created with my wordprocessor) and the computer cranks out the results. I can print them or save them in a file that can be merged to my wordprocessor and thus added to that week's issue of TAD. Bob has now added a feature that allows the map to be printed out with unit locations. It still has a few bugs, but is 95% complete.

If you're interested in having your own adjudication program, you're going to find it very difficult to develop your own or to find a programming genius who also owns and understands the game. In the long run you're probably better off buying Avalon Hill's commercial program. This has the added advantage of being able to play positions in the game when you don't have 7 players and also creates a more secret and foolproof method of submitting orders in FTF games. No amateur GM program I've ever heard of does those things for you.

I would be interested in hearing from others who have or are working on amateur GM programs, and also from individuals who own the Avalon Hill program. It would be nice to compare notes.

A GAME REVIEW DISCRETION

by John Kador

When you own hotels on Boardwalk and Park Place, and there's a stack of \$500 bills in your mitt, do you impatiently pay \$14 rent with a C note and a smug, "...and keep the change!"? If so, you're frustrated by *Monopoly's* petty distractions in the midst of high finance. You may be ready for *Discretion*, a real estate game in which the sums increase as the game progresses, reaching satisfactorily astronomical levels by game end. More, *Discretion* simulates its real estate investments without the use of dice and even incorporates an element that most *Diplomacy* players cherish: simultaneity of action.

The title of the game rightfully implies that players have a great latitude to act in their own interests, selecting from a range of strategies. While the rules are simple and can be learned in 15 minutes, the financial implications of each strategy are subtle and variable by the actions of the other players.

A game for 2-8 players (best for 4-5), *Discretion* is played on a compact board divided into 17 different parcels of land, representing 121 acres. Players compete to buy land and erect buildings to generate rents or leave acres undeveloped to reap harvests. Randomness plays almost no role. Land is acquired strictly by auction, with each player having an equal opportunity to bid. Players choosing to build should have a careful balance of 5 types of buildings: houses, offices, services, stores, and industries.

As the game progresses, rents on buildings are the most important source of income. Isolated buildings do not attract tenants and provide no income. On the other hand, buildings which are part of a well-developed community --where housing is contiguous to the services, stores, offices, and industries that people need-- provide rental income which increases according to the number of different types of adjoining buildings. Buildings erected by other players, if contiguous to your own, may increase the value of one, both, or even more buildings. A player's discretion in how many units of each type are purchased and where they are located constitute the main element of strategy in the game.

Unlike *Monopoly*, most of the cash flow in *Discretion* is between the players and the bank. This allows for simultaneous action. Players take turns building, but as one player draws a card, the instructions apply to every player.

Generally, the cards award players rents for a building of a particular type. Each player calculates his rents and is paid by the bank. Conversely, the card may call for taxes on a type of building or may award harvests for undeveloped land. In each case, players pay to or receive from the bank appropriate sums.

A unique feature of the game is the unpredictable "year end" card. *Discretion* is played in 10 game years, each of which may end at any time, resulting in some very rich or very lean years as rents or taxes may or may not be due. Another feature of the game recycles land. The game board is usually quickly saturated by development. At regular intervals, developed land must be demolished (its owner being compensated at 100%) and the land newly offered at auction. The bidding for such property is intense and fun. Often, such a parcel is knocked down at a price hundreds of times its previous cost.

Because each game is different in length, *Discretion* can be played in 45 minutes to over 2 hours. It can be a very quick game, especially if a non-player is banker. The game ends when there is only one player left solvent, or the player with the greatest net assets wins. *Discretion* is handsomely packaged at about \$20 from Princeton International Enterprises, 38 Elan Ln., Wayne PA 19087.

[John Kador is a well-known & long-time *Diplomacy* player who presently resides in Florida. He has compiled an excellent record of 2 wins and several draws in a playing career extending back to 1976.

[D.W. welcomes short reviews (such as this one) of other games which are played on a strategic level, particularly where they involve at least some simultaneous action and little or no chance.]

(MURDER MOST FOWL...continued from p. 5)

So now I'm on the street again, out of a job, and I guess old Turkey is a goner.

[Steve Langley is a longtime *Diplomacy* player, and currently co-editor (with his vivacious wife Daf) of the popular *Dipzine* MAGUS. Steve and Daf host DafCon every New Year's weekend at their home in Sacramento. Both put excellent writing into their 'zine and we're very pleased to present Steve's fiction for the first (and we hope not the last) time in D.W.]

(MAKING...MAJOR CON ...cont. from p. 7)

in your home, but you can do it. Make everyone feel that they made the right choice in coming to your home. Let your guests know that you're honored and happy they could make it. Those people didn't have to come to your Con, so let them know you appreciate that they did.

The Day After

Your party's been a success. How can you tell? Because your house looks as if a wrecking crew has been through it. Of course, some good elf may have cleaned it up during the night, but don't count on it. Be ready to encounter half-drunk beer cans, glasses of watered soda, and dirty paper dishes. The trashcan is probably filled to overflowing and your ashtrays look as if small trees have been incinerated in them. The day after is probably the worst day of the con experience, though. You have probably gotten about 6 hours of sleep in 3 days, you don't have the excitement of guests to keep you entertained, and you start finding all the little mishaps your guests had managed to cover up until now. There are the cigarette burns, the drink stains in the rug, and the hole in the wall that Turkey made when Russia stabbed him for the win. You're at a low both mentally and physically and you wonder if it was worth it. Speaking from experience, I've never regretted having a con in my home. I believe that meeting and talking with friends from all over is worth a month of cleaning up.

Well, if you read this and you still want to host a con, have fun. And send me a map. I may come and help you out.

[Daf Langley is the other half of the Steve & Daf team that produces MAGUS. DafCon is a festive New Year's attraction for Diplomacy players far and wide. And this article shows why. . .Daf's bottomless well of hospitality. Thank you, Daf, for this look behind the scenes, so to speak, of DafCon, and for your detailed and excellent advice.]

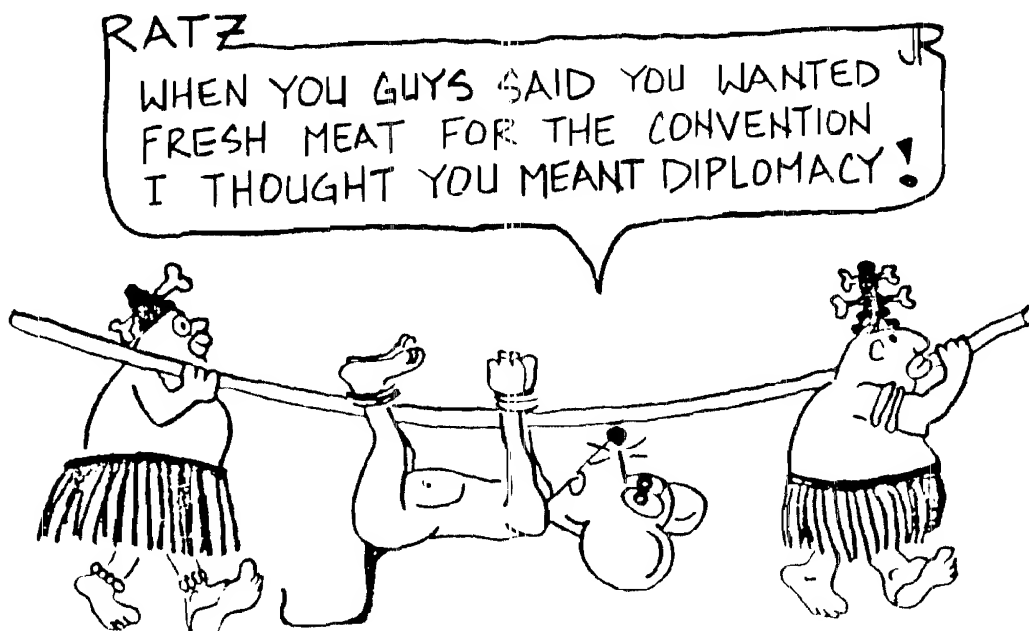
(5 YEARS... ..continued from p. 19)

send the thing out. Then I can write to a certain semi-novice person who's in 18 games and starting a 'zine, and shake my head. . . .

You do learn something in Dipdom all the time. If you keep an open mind and open ears. It's nothing like I thought it would be. Of course, it could be argued that everything I've learned so far is irrelevant to the central purpose of winning Diplomacy games. But watch out, because next year I plan a major breakthrough. Next year I plan to learn how to play Diplomacy!

[Kathy adds this note: "Don't let Bob fool you. He is a fine player. For those of you who don't know Bob, in most circles he is known as the hobby nice guy. He is just 'too nice' to be a vicious player, but he is one great ally—loyal to the end."]

[Well, what can one say? If anyone is curious as to the facts, it appears that Bob has yet to win a game. My records show some draws and a number of survivals in about 20 completed games. So obviously Bob is right—this is the year he starts winning games. We can count on it. Right, Bob? Uh. . .Bob?Bob?]



DIPLOMACY: THE ULTIMATE DIPLOMACY VARIANT

by Bob Olsen

Since the apple first fell on Allan Calhamer's head, innumerable Diplomacy variants have been designed and published. In an effort to correct the defects of the original game (it takes 3 months to play face-to-face; is unbalanced in that my country always loses; uses plastic stars and anchors; has no provision for nuclear weapons), people have tinkered endlessly with the map and rules. But regrettably all these changes somewhat miss the point.

It's a well-known fact (I know it, well) that if you play a game (any game, whether it be Diplomacy or tiddlywinks) with the right people, you'll have a good time. Conversely, if you get in a game with boring people, the game will be boring.

There are just a whole lot of postal players who don't conduct much diplomacy in their Diplomacy games. I term such people "deadwood" or "useless". There's even one I know of who seems to have a policy of either writing one letter per season, or sending in orders, but never both. Why anyone would sign up for a Dip game and then refuse to negotiate is one of life's great mysteries, but in any given gamestart chances are there are no more than 2 or 3 people who will actually show commitment to the game, answering letters when sent and maybe even initiating an exchange of letters every season. This requires a tough decision at the start of a game: if somebody is writing regularly, do you ally with him "because he knows what he's doing and the others are boring anyway" or attack him "because he's competent and therefore dangerous, and once he's gone I can have my way with the others"?

The memorable games, the games which are really what postal Dip is all about, feature as many as 4 hard-core letter-writers. I've seen this happen perhaps as many as 3 times in the 50 games I've been in. Really, the excitement even with 4 negotiators is almost more than anyone can bear. What would happen if once, just once, a game had seven people all playing Diplomacy at once?

This goal can probably never be achieved. Some Gamemasters have tried to assemble "invitational" games with known letter-writers. For example, Russ Rusnak (ideologically correct on this issue) requires of players signing up for his games solemn oaths sworn at midnight, covenants signed in blood on old conference maps, and 17 references to one's letter-writing ability (each of the referees being similarly qualified); and yet sometimes things still don't work out.

An energetic player may be undergoing burnout --or sulking because he didn't get Austria--or have a mental block (his head) about the game --or be facing a crisis at work or school or home. So somehow, the elusive Holy Grail of the 7-player Diplomacy game remains beyond our grasp. And those who have experienced the thrill of 4-player Diplomacy continue to sign up for "just one more game", always hoping that this will be the one.

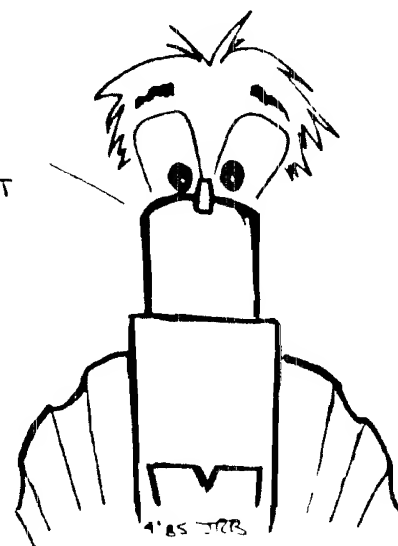
Maybe someday. . . .

[This is Bob Olsen's other article. To find out who he is, see elsewhere thisish.]

[This problem of people who sign up for Diplomacy games and then don't play Diplomacy is not only an ancient one in the postal hobby, but is almost as rampant in face-to-face play, particularly in tournaments at conventions. It's hard to explain the Diplomacy "player" who sits in corners and hardly (if ever) talks to anyone, unless that person speaks to him first, and then only to reply primarily in noncommittal monosyllables.]

[Every readers should take this article to heart. We assume that anyone subscribing to DW cares enough about the game to want to play it well. But there is no Diplomacy without diplomacy. It can't be said too often, and thank you, Bob, for saying it again so cleverly.]

I SEE !
WELL, YES
OFCOURSE
I'LL SUPPORT
YOU INTO
MOSCOW.



by...uh...Robert Ludlum?

Another standby position!

How could this happen? He took his name off all those lists long ago. Back when the Dip board had pictures on it and you didn't have to repaint the French blocks. That's the year Lois left on that horribly cold January night, taking the fern he'd nursed from a sickly frond. If only he could live that one day over again. He'd still have her. He wouldn't be finding peace in a bottle. He'd be happy and content. He'd be on the first board.

A cool summer breeze came through the broken window, blowing his thoughts away. A twelve center France. Okay, he'll take the twelve center France, but only because Jill was in the game. She still owed him for driving her to the hospital when she gagged on a rancid taco. ("Taco muy calor," their Mexican friend had said.) He forfeited his ten center position at the Con to help her. She'd be a willing puppet.

He walked the half mile to the 7-11 pay phone. The moon seemed to follow him. He laughed quietly to himself as he remembered the first conversation he had with Jill that night in Paris.

"Moon sure is full tonight," he said.

"No," she replied, "it's not."

"Yes it is. Just look at it."

"It may look full to you but it was really full two days ago," she calmly explained, smiling coyly. "See that sliver of dark on the top?"

"No."

She sighed. "Don't you love Paris? I mean in the summer, when it sizzles."

"Yes, and I love Paris in the winter, when it drizzles."

And they both laughed a knowing laugh that people laugh when they know what they're laughing about.

The ring of the phone shattered his memory. A man answered. He said his name is Tom, and Jill is in the study. Tom! Not Tom Brooke of Enfield! Those were the worst two years of his life when he published DOTS ALL FOLKS with Tom. They always fought over editorial policy and over little things, like how to spell colour, that friends would often quarrel over. Only they were hardly friends, not really. Maybe not ever.

He could hear Jill's distant footsteps approaching the phone. They sounded hollower than a Russian promise.

"Hello?" Her voice was sweeter than the homemade apple juice served at the Alabama MaCon held each spring. ("The word is Black, not Colored," the bartender had said contemptuously. That was the year he learned that there were some movements that didn't recognize any stalemate lines.)

"Hello, Jill; this is Bob. I'm taking over that twelve center France and I'd like to ally with you, just like in the old days."

"Oh, Bob, I asked you not to call when you're drunk. Please don't call again or I'll get my number changed."

"But the twelve center...."

"Bob, that game ended five years ago! Now go home and sober up!"

The click echoed through Bob's head. Slowly he shuffled back to his shack. Scratching his unshaven chin, he thought about that great DipCon in Chicago when he won three games. "Ah, yes, Peg was the best toady in the world."

As he disappeared into the darkness he softly whistled "Color My World".

[Well, of course, that was really by our resident parodist, Kevin Tighe. Kevin's pastiches of well-known writers have appeared in many past issues of D.W. and in other Diplomacy publications. Kevin is also editor of a new postal Dipzine, REDWOOD CURTAIN.]



BRIDGING THE GAP

by Chris Carrier

Welcome to BRIDGING THE GAP, a column devoted to bridging the gap that exists between amateur and professional postal gamers.

Recently I attended a postal Diplomacy convention in Sacramento at which there were about 40 people in attendance. Of those 40, only 4 knew anything about professional postal games and more than half did not even know such games existed!

There is indeed a strong professional gaming community out there, with a total of about 10,000 players nationally and about another 5000 overseas. There are about 150 companies serving them, most of which are small, part-time operations; at the present, 50 people in the United States who actually make their livings from postal GMing.

One criticism of professional games is the cost. A cheap game in professional circles is anything under \$3.00 per turn, with the standard turn fee around \$4.00. The cost of a gamestart is usually 3-4 times this, and usually includes a couple of paid-up turns. However, these fees are fully justified. The professional postal GM, unlike his amateur counterpart, has a number of expenses. The most notorious is advertising. This is the biggest item in my own company's budget (well over 50%), and it is always a moneyloser, especially at the start. I recently placed a 1/6-page ad in a nationally known gaming magazine at a cost of \$76.00, and got back two setups, at \$13.00 each! (Profits in this business, of course, come from making the two new customers happy so they sign up for more turns.)

The reason why professional PBM players are willing to shell out those huge fees are twofold: [1] professional games are good enough to compete in the market place and are usually only available from the companies that designed and run them; and [2] the players are paying for and expecting professional service.

All of us know that running Diplomacy games is a hobby, and if the GM has pressures in his non-hobby life the service drops off and frequently stops. One GM I know said in public: "I make no apologies for putting my life ahead of my 'zine."

Professional games are a business, not a hobby, and subject to laws concerning truth in ads, mail fraud, etc. Adjudications are usually expected within 72 hours. Although many companies do indeed fold, they are legally liable for any money you may have on deposit with

them.

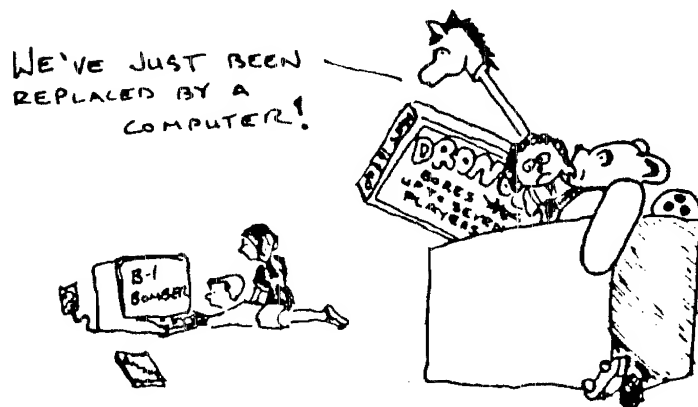
The diversity of professional PBM game is as wide as that in FTF games. Settings include any time from the dim past to the far future; topics are even more diverse.

In my next column: a discussion of FEUDAL LORDS, a game which ideally "bridges the gap" between pro and amateur games.

[Chris Carrier is a professional gamemaster. For more information on professional games, write Chris at 1215 P St., #12, Sacramento CA 95814, or call (916) 441-0292.

[It probably should be observed that the games being professionally GMed these days are so complex that they require computer-moderation or -assistance, so that a \$3 (or more) price per turn is not really that high, considering the higher speed and accuracy this produces in such intricate games. This would be an exorbitant price to pay for a simple game such as Diplomacy—especially considering that you can play a complete game with the phenomenally dependable John Boardman for \$18 or Fred Davis (variants) for \$7.

[However, Diplomacy players looking for other games would do well to consider many of the professionally-GMed multiplayer games since they often offer a strategic-diplomatic format with simultaneous movement. Stay tuned to this column for details on such games (remember, unlike electronic or e-mail games you don't have to own a computer yourself to play in the kinds of games Chris will be discussing). ...RW]



Letters may be sent to either editor (Kathy or Rod) and will be published as space and general interest warrant. We enjoy getting letters and will print as many as we can. Our reply will be in italics, with replying editor's initials after. In this issue all replies are by rw.

Dear Rod:

Mr. Calhamer's article concerning the new Diplomacy program from Avalon Hill leaves me wondering if the recent rulebook revision, of which I own a copy and which was discussed in DW 35, was just a hoax. Everyone in the hobby happily ignores it, including Mr. Calhamer himself, who was reputedly instrumental in its adoption. As you know, the new Rule XII.4 is the exact opposite of the old, reworded Rule XII.5 is more unclear than before, and new Rule XII.6 would require operator intervention in a computer program because it requires that someone infer intent.

What is going on? Is it too late to ask Avalon Hill to withdraw the new Rulebook? Why do organizers of events like PacifiCon not bother to specify the latest edition? Why did Mr. Calhamer write XII.5 so that a literal interpretation would result in a convoyed A Yor-Den not cutting F Den S F Ber-Bal if F Bal is itself convoying an army somewhere? Why did Mr. Calhamer not write XII.6 simply to allow an unwanted convoy to succeed if not disrupted, in the spirit of revised XII.4, which allows a convoy to succeed unless all possible routes are disrupted?

Before I relinquish the public forum so graciously afforded by "The Bloated Mailbox", let me apologize for pestering Kathy Byrne with these and other questions in the letter column of Mike Conner's LONE STAR DIPLOMAT. She was kind beyond measure.
. Paul Milewski.

Allan Calhamer replies:

I made the latest changes in the rulebook in an effort to get rid of a number of curiosa such as Pandin's Paradox, the Unwanted Convoy, and the like. I thought then, and think still, that quite a lot of unnecessary complication was gotten rid of very simply.

In so doing, I had to accept the notion that a convoyed army would not cut a support of any convoying fleet. This situation, like most or all of the curiosa in question, is not likely to come up. The result is a little odd, but the rule has to be simple, and I wanted to

be done with Pandin's Paradox altogether. For one thing, in Pandin's Paradox situations, you do not merely get a result that is a little odd, you get NO result!

Under the new rules, we get a result, and the odd case is not too likely--and the rule is simple enough that you can read it.

The program determines intent for purposes of Rule XII.6 by requiring that the commander of the army type the letter V in his order to the army (V for Validate) if he expects it to be conveyed by another power.

I don't know what the program does if the overland move and the convoy are both written by the commander of the army; I suppose it implements the convoy, as that would be my idea of the intent.

You might wonder why the same requirement (V for Validate) isn't applied to the over-the-board rules. The reason is that there are 2 very different situations when a player writes his moves into a computer and when he writes moves on paper.

On the computer, if you write an impossible move, the computer lets you know at once, and gives you a chance to correct it. Now the requirements can be fairly exacting, without anyone actually losing moves as a result. He just has to enter his last move over until the computer accepts it.

Over the board, the player has no idea he has used the wrong form until all the moves are exposed. At this time, it would be unfair to allow him to change the moves, or modify them verbally, since he has seen the other players' moves. Therefore you do not want to make picayune demands with respect to form: too many moves would be invalidated for picayune reasons, spoiling the game not only for that player, but for all the players.

Therefore the over-the-board rules have stipulated (from the beginning) that poorly written orders which admit of only one meaning are valid; and, instead of demanding V for Validate in the orders of the commander of the army, I stipulated that intent be inferred from the totality of the orders of the commander of the army.

Dear Rod:

Mark Berch's article on "stand" vs. "hold" is predicated on the assumption that what we are dealing with are terms encountered in everyday conversation that have been given precise technical meanings for purposes of the

Rulebook. Is this so? Are we dealing with the ambiguity of a natural language like English in which meaning is impacted by context or an artificial language in which a term has 1 and only 1 interpretation? I think the former. Let us all commiserate with Mark, to whom permission to go to the bathroom is not to be construed to mean permission to empty your bladder. By the way, Mark Berch is a fine fellow.
 Paul Milewski.

Mark Berch replies:

By "fine", I assume Paul refers to my hair, which is so "fine" that some claim not to be able to even see it.

Responding to Paul's question, I think the latter. Convoy, for example, in the Rulebook becomes an artificial term with only one meaning (to leapfrog), which isn't how the term is ordinarily used anyhow. The need to define "space" in the Rulebook again points to the need to have just one specific meaning.

But even with the "former", I think my position holds up. The use of "stand" in IX.4 provides the needed context for understanding its use in VII.4. The fact that Calhmer could have used the "holds" verb just as well--but didn't--provides another contextual clue.

My dictionary gives "a pretentious, self-important person" as a definition of "bladder". Do I have permission to deflate myself?

I must confess that I agree with both of you. It is true that there are terms in the Rulebook which have precise and specialized meanings. That doesn't mean that this is always the case, nor even that it's always the case where it needs to be. The Rules began with less specialized language than they have now and there are still words which are used with less precision than ought to be. I agree with you that Allan no doubt intends to use "hold" and "stand" more precisely, but winds up using them more-or-less interchangeably. There is at least one other problem of this sort in the Rules...just to show that they're not (yet) perfect. See my short article (either this or next issue), "Yet Another Rulebook Dilemma".

Dear Rod:

Another good issue of DW, as usual. I have one comment on all the E-mail flap and its effect on the content of DW. I'm a professional programmer and ran an E-mail game myself, so I'm by no means a computerphobe or have any other unreasonable bias against PBEM Dip.

Nevertheless, I wonder about the heavy emphasis computers have been getting in the last few issues of DW. In particular I disagree

with the editorial decision to run Brad Chase's article. After all, I get DW because of its relevance to Diplomacy, not to look for advice on computer systems. At best, Chase's article had a minimal relevance to Dip, and then only because of the current prominence of the E-mail "debate". I would be surprised to see in DW a serious article instructing people on how to mail a letter, or what paper and envelopes are best to use, or the costs of typewriters and pens--yet each of those topics bears the same relation to PBM Diplomacy as does the information in "Getting Started...". If the medium of the game is truly irrelevant--as I, and I think you, believe--then PBEM ought not to be accorded any "special" limelight simply because of its difference.

Otherwise, I think you're handling the "transition" to coverage of PBEM very well. Russell's column is a step in the right direction, and I'll be looking forward to seeing what he has to say. (Were I running the column, I fear I'd run out of things to talk about--but then again, I'm hardly in the thick of the current PBEM scene. Steve Knight.

I agree: a game is PBM whether it's done through the US mail, a private carrier, or an electronic medium. However, you'll have to admit that the electronic medium is very new. Typewriters, paper, and pens were around long before Diplomacy was. But personal computers and E-mail came on the scene years after postal Diplomacy began. If, for instance, postal Diplomacy had begun in the era of quill-and-ink, you would well find us publishing articles on the use & advantages of typewriters (and there are people who, even today, believe it or not, need instruction on how to mail a letter properly). The computer medium is a more complex one, and it is plain to see that it has hit some people with a bad case of future shock. Therefore the need to give emphatic coverage to the new medium is clear. However, in future I'm only going to be 1/3 of the editorial troika, so who knows to what degree our collective policy might change? Frankly, I foresee very little future "E-mail coverage beyond Russell's column.

Dear Rod:

I would like to present an idea for discussion. It is an attempt to reduce the disappointment and disruption NMR can have on a game.

Each player maintains a preference list of allies with the GM, and every player, every season, is invited to submit orders for every player. If a player NMRs, stand-by orders sent by

another player would be used to avoid the NMR on the board. The alternate player would be selected according to the NMRing player's preference list.

For example, Russia may submit a NMR-ally preference list of TFIEAG. If Russia fails to submit orders, the alternate orders submitted by Turkey would be used. If Turkey failed to submit orders for Russia, the orders sent in by France would be used, and so on down the list. Russia would NMR only if all 7 players failed to submit orders for Russia. Thus 1 energetic player in a game would eliminate all NMRs.

By establishing such a NMR-ally preference list, a player provides indirect guidance to his forces, somewhat in the spirit of the "General Orders" used by some GMs. Although the original & responsible player does not provide the actual orders, avoiding the NMR may be worth adding this new dimension to the game. (It can also add to the diplomacy!) The Civil Disorder rule does not specifically include this but the rule could be read liberally enough to allow this as a reasonable practice.

Some questions immediately arise: Is it practical for PBM Diplomacy? Would players want it? Would it work? Is it rateable? The only question I'd try to answer now is, "Would stand-by player still be needed?" Yes, because I would not want a player to suddenly inherit an unearned advantage. The NMR-ally's orders would be used only until a stand-by player properly takes over the abandoned country.
 John Walker.

I'd suggest, John, that if this system is used, it should be subject to the same limitations as "General Orders"--once you NMR and the preference list is used, it's void and must be replaced. If you don't replace it & NMR the next season, you are replaced or go into civil disorder (the usual 2-in-a-row rule used by most GMs).

However, whether GMs feel it violates the strongly implied requirement in the Rulebook that each player can play only 1 Great Power. Another consideration will be whether the BNC feels it makes the game irregular. If he does, most GMs who might otherwise use this system won't. Since Bill Quinn reads DW, perhaps we'll have an answer nextish. Meanwhile, how do you other GMs feel about this idea?

DIPLOMACY AT THE MUSEUM

One of our correspondents (whose name, alas, got separated from the submission) has sent in a postcard and photograph from a correspondent. The card says:

This photo of an exhibit on Diplomacy is part of a fascinating show at Beaubourg (Museum of Mod. Art in Paris) on Political Art. They remark that Diplomacy is the most famous war game in the world--that it has even caused divorces, that it "pushes the seven players to lies & cheating!" They explain how it is played too.

The photograph, in color, turns out to be too dark to reproduce. It shows what must be the European version of the board, with pieces mounted on it. Like ours, the map is physiographic, but the home territories of the Great Powers are surrounded by colored bands in their colors. There are several color differences: England is pink; France, dark blue; Russia, yellow; Turkey, violet (or so it appears). There are three pieces: armies look normal; fleets seem to be like the old Risk "10" pieces; finally, there are colored dots which fit over the supply center dots to show ownership. Most of the French text is visible. Above the board, it reads:

JEUX ET FICTION

Dès que l'on fait "comme si", on entre dans l'univers de la fiction et, par là-même, dans celui du jeu. Les "wargames", les jeux d'aventure et les jeux de rôles font partie de cette nouvelle génération de jeux où prime le réalisme. Ces jeux de simulation et notamment ceux qui utilisent l'ordinateur comme support, abordent la fiction politique sous tous ses aspects: de l'élection présidentielle la plus traditionnelle à la guerre la plus violente, en passant par les tractations diplomatiques les rapports de force qui s'y nouent.

Next to the board (which clearly reads "DIPLOMACY", although the space names are in French), we find:

DIPLOMATIE

Le plus redoutable des jeux d'alliance - on lui attribue des divorces - pousse sept joueurs au mensonge et à la trahison! Chacun d'eux représente un Etat et tente de s'approprier 18 des villes de la carte de l'Europe. Il est impossible d'y parvenir seul, sans s'allier à d'autres puissances. Mais un seul joueur peut prétendre à la victoire. Chaque tour de jeu commence par une "phase diplomatique" qui permet aux joueurs de discuter de l'évolution de la situation, de nouer des alliances, de faire des promesses, etc. Aux alliances purement verbales succède la rédaction des ordres de marche des armées.

...and here the text breaks off: it continues, but can't be seen in the photo. Very interesting...

NEW DIPZINES FOR LATE 1984 AND EARLY 1985 ARE CLEARLY IN ABUNDANCE. TRADITIONALLY, D.W. PRESENTS A SHORT REVIEW OF ALL NEW 'ZINES WE SEE, AND THERE ARE SOME HERE THAT ARE CLEARLY WORTH GETTING. IF YOU'RE PUBLISHING (OR GOING TO START) A NEW 'ZINE, SEND REVIEW COPIES OF YOUR FIRST ISSUE OR FIRST FEW ISSUES TO ROD WALKER OR KATHY BYRNE (SEE OUR ADDRESSES ON P. 2) AND WE'LL MAKE SURE WE PUBLISH A REVIEW. IF YOU KNOW OF A NEW 'ZINE WE'VE NOT COVERED HERE, WE WOULD ALSO LIKE TO HEAR FROM YOU!!

THE CANADIAN DIPLOMAT, Robert Acheson, P.O. Box 4622, Station SE, Edmonton, Alberta, CANADA T6E 2A0. Mimeo, 8½x11. Published every 5 weeks. This 'zine seems to be mostly games in a warehouse format, but will have occasional artwork and quizzes. Offers Diplomacy ("continual openings") and two variants: Gunboat (that is, Anonymous) and Anarchy. Sample is 50¢. Neatly printed, but with faint patches.

EXCELSIOR, Bruce McIntyre, 6191 Winch St., Burnaby, B.C., CANADA V5B 2L4. Xerox, digest. What a great 'zine! Those who fondly recall the fine quality of Ron Brown's SNAFU will love EXCELSIOR. Good kibitzer maps. A 'zine with good literary style, X combines eye-catching typesetting and graphics with a sense of fun I've seen in very few 'zines. Has openings in Diplomacy. A sample is free on request, and this 'zine seems really worth getting.

THE INNER LIGHT, Keith Sherwood, 8866 Cliff-ridge Ave., La Jolla CA 92037. Xerox, 8½x11. An intriguing, oddball 'zine which should not be missed. Plenty of cartoons and other graphics, and a pleasing lay-out overall. TIL specializes in discussions of the rock scene, which will of course please teenyboppers of all ages. There is also plenty of offbeat stuff from Keith's off-beat mind. A sample is 60¢--don't miss it.

NOT NEW YORK, Paul Gardner, Rt. 1, Box 252, Newfane VT 05345. Xerox, 8½x11. Lots of art (Paul can't draw any better than I can), cartoons, & other graphics. NNY specializes in movie reviews. Very nice lay-out, but the print is a tad on the small side. Nicely written & interesting reading. Has openings in Diplomacy & a weird "Kathy Byrne Variant" in which everybody gets Italy! A sample may be got for a 22¢ stamp.

REBEL, Melinda Ann Holley, P.O. Box 2793, Huntington WV 25727. Xerox, 8½x11. Mostly a warehouse 'zine with nice kibitzer maps & extensive press. Has limited game openings, but is a good place to play if you like Dipzines without frills. Nicely printed, no-nonsense format. Send SASE for a sample.

REDWOOD CURTAIN, Kevin Tighe, 290 12th St., Arcata CA 95521. Xerox, 8½x11. Potentially a chatty 'zine. Kevin has a big interest in geography and is presently printing a series on

what different regions of California are like. (Kevin is also the writer of many clever pastiches in D.W., so you can expect some real literary interest here & good writing. Kevin is encouraging "picture press", so expect excellent graphics. Has openings in Diplomacy. A sample is available for a 22¢ stamp.

NOT SEEN

OMNIPOTENT, Robert C. Sweeney, Jr., 614 Custer, Ft. Leavenworth KS 66027. Openings in Diplomacy, Kingmaker, & a variant. Try 40¢ for a sample.

THE RAZOR'S EDGE, James Early, 3705 Uruguay Dr., Pasadena TX 77504. Openings in Diplomacy. Try SASE for a sample (sub rate is 50¢/copy).

THE VORTEX, Dan Gorham, 800 S. Euclid St., Fullerton CA 92632. Has openings in Diplomacy. Sub rate is 12/\$10, so I'm not sure what a sample might cost...Inquire.

Also not seen: **FLICK OF THE WRIST** and **KZINE FROM KAZOO**. Anybody know more about these??

FRESHMAN 'ZINE POLL

*This is conducted by Steve Langley each year. Below are results for 1984's new 'zines. The columns are: [1] Rank; [2] Number of Votes; [3] Average Score; [4] "Preference Grid"; & [5] Name of 'Zine. (*Note: COSTAGUANA, having been published discontinuously since 1965, is hardly a "1984 Freshman".)*

1	7	8.29	9.43	FLICK OF THE WRIST
2	16	8.25	7.94	THE INNER LIGHT
3	7	8.29	6.71	NOT NEW YORK
4	23	7.57	5.91	SO I LIED
5	18	7.50	5.78	THE CONCERT OF EUROPE
6	17	5.88	5.71	FEUDESSE
7	13	6.38	4.85	REBEL
8	11	7.00	4.00	FROBOZZ
9	5	8.20	2.80	STABBACK
10	15	5.73	3.87	FEUILLETONIST'S FORUM
11	9	5.56	3.78	COSTAGUANA* (see note)
12	12	5.83	2.75	ELECTRIC PENGUIN
13	6	4.67	3.50	COMMAND
14	5	4.40	2.20	HANSARD

'Zines receiving fewer than 5 votes were not ranked. (No, I don't know how the rankings were justified. Subzine figures are not included here. ...RW)

ANNOUNCEMENTS

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PLEASE KEEP YOUR ADDRESS CURRENT! D.W. is sent mostly via 3rd class ("bulk") mail. Although we "guarantee" both return and forwarding postage, we can't insure that the USPS will in fact forward your copy to you if you have moved. The forwarding postage is also billed by them to you as Postage Due (about 73¢)...we "guarantee" it at this end so that your issue won't end up in a dead-letter drop (but there's no guarantee of that, either). Furthermore: If the USPS returns your copy because you moved, and you did not give us timely notice, we must recharge the \$1 return charge to your subscription account (we'll absorb it if you moved after we mailed the issue). We will also have to charge your account with the extra postage needed to get your issue to your new address via first class. The best way to avoid all this is to make certain we have your correct address...including apt. # & ZIP code...at all times. We don't want to miss you nor to inconvenience you; so PLEASE help us keep our address files current.

WHEN DO YOU EXPIRE? If your subscription expires with this issue, we have enclosed a notice (ignore blank sheets, which are in for weight purposes). CHECK YOUR MAILING LABEL. The number indicated there is the last issue on your current subscription.

ARTWORK this issue is by good ol' J. R. Baker of Dickinson TX, who now becomes our Art Editor. Anyone who wishes to submit artwork for DW should send them to him @ 3100 N. Meadow Ln., ZIP 77539. Thanks, J.R., for taking the job and sending such nice goodies. We also have a small backlog of other items, which we hope to use in future issues.

DIPLOMACY GAMES & VARIANTS. Lew Pulispher has mentioned that he no longer has copies of his variant book for sale. He believes it is also out of print in England.

VARIANTS. Beginning next issue, D.W. will be returning to a regular coverage of the variant scene. We will offer short reviews & rating of new variants and variants being offered for postal play. If you have a new variant, the North American Variant Bank would like a copy for its files. Copies may be sent to Fred @ 1427 Clairidge Ave., Baltimore MD 21207, and he'll also review the game in the following DW.

DIPLOMACY IN TORONTO. If you live in the Toronto area and want to play Diplomacy in person, contact Chris Greaves, 13 Winston Ave., Scarborough, Ont. M1N 1W2. Chris is organizing games, especially for new fans of The

Game. He is also reprinting various Diplomacy articles, from DW and elsewhere, via an E-mail bulletin board. He asks that anyone who may object to this on behalf of their own articles please so notify him.

DIPLOMACY INTRODUCTORY PUBLICATION. This brief pamphlet is a quick guide to the postal Diplomacy hobby, its conventions, products, and services. It is distributed at gaming conventions throughout North America. An insert in D.I.P. contains discount coupons for publications and other Diplomacy items. If you would like to have a discount coupon in D.I.P., have a hobby service you'd like publicized, or want copies to distribute at a gaming convention you are running or attending, contact John Caruso, 160-02 43rd Ave., Flushing NY 11358. D.I.P. is a fine way to recruit new Dippers.

DIPCON XVIII will be held 23-25 August 1985 in conjunction with the Dragonflight gamecon in Seattle. This year's DipCon Committee Chairman is Pete Gaughan, 3121 E. Park Row, #171A, Arlington TX 76010. Write Pete for a copy of the latest ECOTOPIA, the official DipCon Committee publication, which will give details of the Con. For details of the host convention itself, including fees and housing arrangements, contact committeeman Terry Tallman, 7239 NE Sand Point Way, Seattle WA 98115. Terry is preparing an information mailing for later this year. Plans include a 7-round Diplomacy tournament (but you don't have to play in all the rounds). Tournament GM will be committeeman Ben Schilling of Michigan. A strong bid for DipCon XIX (1986) is expected from MaryCon, held in Maryland each June, an excellent site...and if selected, it will be the first Diplomacy-only DipCon (no host gaming con) since DipCon IV in San Diego (1971)!

MARYCON 1985 will be held 1-2 June at Mary Washington College in Fredericksburg. This is preceded (31 May) with Varl-MaryCon, a con for Diplomacy variants. This increasingly popular Diplomacy convention should not be missed if you are going to be in the area. Room and board are provided. For details, write MaryCon '85, 1309 Hanover St., Fredericksburg VA 22401.

ORIGINS '85 will be held 27-30 June at Towson State University in Maryland. There will be a Diplomacy tournament of course. For details write to P.O. Box 139, Middletown NJ 07748. Origins is traditionally the "Avaton IIII" con, founded by them but now independently run. The Dip tourney will be a 2-rounder the 29th & 30th.

Many services exist to help Diplomacy players and we feel our readers should be informed about them. Hence this regular feature, which lists many of those available. If you need a service not found here, drop us a line and inquire (a SASE would be nice) and we'll see what information we can find for you.

BOARDMAN NUMBER CUSTODIAN. Bill Quinn, 301 Conroe Dr., Conroe TX 77301. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING (subs are \$5, issues are at cost, about \$1 ea.). The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "Irregular" should be sent to Bill.

MILLER NUMBER CUSTODIAN. Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new & completed games in ALPHA & OMEGA (subs are \$5, issues are at cost, about 30¢ ea.). The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

U.S. ORPHAN SERVICE. If your postal game has been abandoned by your GM, or it is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Jim Burgess, 100 Holden St. (3rd left), Providence RI 02908 or Keith Sherwood, 8866 Cliffridge Ave., La Jolla CA 92037. Players in Canadian games can also contact the CDO Orphan Service (I'm not certain who that is currently, but you can inquire with Steve Hutton, 704 Brant St., London, Ontario N5Y 3N1). The orphan services will help you find a new home for your abandoned or abused game.

NOVICE SERVICE. If you're new to postal Diplomacy (or even if you're not but would like to know more about it), get a copy of SUPERNOVA. This is a generous collection of articles about the game and the hobby. It is \$1 from Bruce Linsey, 73 Ashuelot St., #3, Dalton MA 01226.

GAME OPENINGS. Openings for postal games in North America are listed in our publication PONTEVEDRIA, published quarterly but updated continuously between issues. For a copy any time, send your request (with SASE if you can) to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. For openings in postal variant games

(and also other Diplomacy-like games), ask for a copy of BARATARIA.

'ZINE REGISTER. This is a listing of postal Diplomacy 'zines and services throughout the world. No 1984 edition was printed, but the 1985 edition is supposed to be in print by the time D.W. 39 reaches you. A copy is \$2 from Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. Past issues have been very handy references.

HOBBY REPRINT SERVICE. The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Some more current material is also printed, and some very large reference issues (including the "Lexicon of Diplomacy") have been printed. Subscriptions are \$4 for 10 issues; inquire about back issues and special issues.

OMBUDSMAN SERVICES. If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., Flushing NY 11358 (212-353-9695). John maintains a list of hobby individuals (some more qualified than others) who are willing to serve as intermediaries in hobby disputes. Contact John and he will help you find an ombudsman for your dispute.

INTERNATIONAL SUBSCRIPTION EXCHANGE. This service will help you subscribe to overseas Dipzines without currency exchange problems. It is run by Steve Knight, 11905 Winterthur Ln., Apt. 103, Reston VA 22091, in conjunction with Doug Rowling, 194 Hawkshead Rd., Paisley PA2 7BS, Renfrewshire, Scotland. Write to Steve for details on how the ISE works. For detailed information on U.K. & continental 'zines, see the 'ZINE REGISTER or, for usually more current info, get a copy of 20 YEARS ON from Mark Billings, 20 Winifred Rd., Coulsdon, Surrey CR3 3JA (25p + postage).

AREA GAMING. Semi-regular face-to-face gaming is being organized in at least 2 metro areas. For **L.A.-Orange**, contact Ron Spitzer, 761 N. Bundy Dr., Los Angeles CA 90049 (213-476-2077). For **D.C.-Alexandria**, contact Ken Peel, 8708 First Ave., Apt. T2, Silver Spring MD 20910.

ANY MORE??? Let us know. We are glad to publicize useful hobby services. Send info to Rod Walker, address to the left.

INTERNATIONAL GAMES. At least two international games are being organized. These are slow games each of which will have players from 7 different countries. If you are interested in such a game, write for details to **Jan Feringa**, Radijsstraat 11B, 9741 BJ Groningen, THE NETHERLANDS or **Bruce McIntyre**, 6191 Winch St., Burnaby, B.C., CANADA V5B 2LT. Jan is looking primarily for North Americans at this point and Bruce mainly for Europeans and others. Write for details!

DMMA and RWA. Balloting for two hobby awards is going on now, deadline 4 July 1985. You can get a copy of the ballot from Larry Peery, DMMA/RWA, Box 8416, San Diego CA 92102, or you can just write your votes out & mail them to him. If you do not use a ballot form, please print your name, address, & phone #, state hobby status (pubber [name of 'zine], player [Boardman or Miller # of game], other), and sign your ballot. Award nominees are as follow:

Don Miller Memorial Award (for hobby service):

1. **Jim Bumpas** for contributions in developing play by e-mail, hosting PacifiCon's Diplomacy tournament, and publishing over 200 issues of LIBERTERREAN.

2. **Kathy Byrne** for service as BNC & on the U.S. Orphan Service, hosting numerous Byrne-Cons, and editing KATHY'S KORNER.

3. **Gary Coughlan** for strengthening international hobby ties & editing EUROPA EXPRESS.

4. **Bruce Linsey** for production & distribution of SUPERNOVA (the hobby novice publication), hosting BruxCons, and editing VOICE OF DOOM.

5. **Bob Olsen** for contributing to the hobby's sense of ethics, hosting PudgeCons, and writing outstanding press.

6. **Randolph Smyth** for conducting the Runestone Poll and editing FOL SI FIE.

7. **Xxxxx** (write-ins permitted). This award is for service during 1984 and anyone who was active in the hobby during that year is eligible to vote.

Rod Walker Award (for outstanding literary excellence during 1984):

1. **Mark Berch** for "Must a Stab Be Fatal?" (DIPLOMACY WORLD 36).

2. **Don Del Grande** for "Dip Warz" (a series, LIFE OF MONTY 44 et al.).

3. **Steve Hutton** for "The Dippy Horror Show" (NO FIXED ADDRESS 21/22).

4. **Bruce Linsey** for "The History of a Diplomacy 'Zine" (VOICE OF DOOM 100).

5. **Rod Walker** for "The Siege of Rome" (a series in DIPLOMACY WORLD 37-38).

Please be sure to read all the nominees before you vote for one of them. For a copy, send SASE to the author or editor. D.W. you know. Others: Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904; Steve Hutton, 704 Brant St., London, Ontario, CANADA N5Y 3N1 (Canadian postage is 39¢Cdn); Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton MA 01226.

Donations for the memorial plaques for these awards may be sent to Fred C. Davis, Jr., 1427 Clairidge Ave., Baltimore MD 21207.

BLACK AND BLUE BOOK is a listing of well over 400 Diplomacy players and enthusiasts in California, sorted 3 ways: alphabetically, by ZIP, and by Area Code. It is \$4.50 from Larry Peery, P.O. Box 8416, San Diego CA 92102. This is a great way to locate fellow Dippers near you. Larry tells us that the BBB will provide national coverage beginning this year.

FRESHMAN SUBZINE POLL. Well, since we seem to have room after all, let's get back to Steve Langley's 1984 Freshman Poll (see p. 48) and give the subzine results. Let's start with 'zines which got fewer than 5 votes and were therefore not ranked. Same format.

2	7.50	8.00	KZINE FROM KAZOO
2	8.00	3.50	PROTOZOAN
4	5.25	5.75	THE ORPHANAGE
1	6.00	1.00	DRAGON'S LAIR

Subzines

1.	8	7.88	16.38	SEX APEEL
2.	21	8.38	14.86	HARE OF THE DOG
3.	16	7.25	12.88	BOOB REPORT
4.	10	6.80	12.70	GALAMATIAS
5.	13	6.85	12.62	ORPHAN CITY
6.	20	6.75	11.90	FEMME FATALE
7.	10	6.70	11.70	SUBMARINE WARFARE
8.	9	6.33	12.00	BOTTOM'S UP
9.	19	6.63	10.63	SAVONLINNA
10.	9	6.67	10.22	BAHNHOF ZOO
11.	7	5.71	10.86	LITTLE DIPPER
12	19	6.42	10.00	BAD DOGGIE
13.	13	6.23	9.46	DEBI'S FILLER
14.	16	6.44	8.88	CHOMPS & MIAMS
15.	6	6.50	8.33	FEUDETTE
16.	12	5.58	9.17	BUT I'M HAPPY
17.	9	5.67	9.00	CORN OF THE COBB
18.	8	5.63	7.50	SPACE VIKINGS
19.	24	5.33	6.04	ECHO OF DOOM
20.	30	4.83	4.33	FOOT IN MOUTH
21.	21	4.24	3.05	THE BEHOLDER

(+3 others with fewer than 5 votes cast.)

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